Marvel’s Spider-Man 2 Visual Guide

Note 1: This document contains descriptions for every suit and suit style in Marvel’s Spider-Man 2, in alphabetical order, and thusly contains minor spoilers for the story mode and the suits it unlocks.

Note 2: Suits based on movie appearances, suits from the Digital Deluxe edition, suits from the March 7 2024 update, and suits from the Fly & Fresh DLC pack do not have alternate suit styles.

Note 3: To unlock the alternate suit styles for the Black Suit, Symbiote Suit, and Anti-Venom Suit, you must reach Level 60 and start a New Game+ save file, in which you will be granted access to the Ultimate Level system. Reaching Ultimate Level 1-9 will unlock styles for these suits. While normal levels take 4,000 XP to advance, the Ultimate levels require 40,000 XP.

Suit Sound Profiles

In Marvel’s Spider-Man 2 , suit selection isn’t just a visual choice, it subtly alters the way Spider-Man sounds as he moves through the world. Each suit belongs to a unique Suit Sound Profile , a system where the material, structure, and external components of the costume influence the audio design tied to swinging, flipping, crawling, landing, and general traversal. Every suit in this guide has been sorted into one of the six following categories and, while some suits might vary from the descriptions below, these categories will provide a general overview of how a suit’s sound profile may behave.

• Spandex Suits: These suits share a consistent lightness and flexibility, emphasizing the material's sleek, form-fitting nature. Soft, swishing fabric noises as Spider-Man cuts through the air. Gentle rustling or fluttering during acrobatics, especially while flipping or twisting. Minimal impact noise on landings, typically a subtle thud with a soft scuff of shoes or hands against surfaces.

• Symbiote Suits: These suits stand apart from all others thanks to their organic, alien sound profile. Rather than relying on fabric, metal, or traditional materials, these suits feel alive —and the sound design reflects that through slimy textures and squelching shifts that react as Spider-Man moves. Wet, sinewy stretching noises accompany swinging, flipping, and climbing, suggesting the suit is flexing and reacting in tandem with Spider-Man's body. Organic slithering or pulsing sounds emerge during rapid movement, especially when accelerating or changing direction sharply. Low, guttural rumbles or subtle growls may layer in during landings or power-based attacks, especially with the Anti-Venom or Symbiote Surge animations.

• Armor Suits: These suits incorporate metal plating, reinforced segments, or mechanical components , and the audio design reflects that with heavier, more tactile movement sounds. Metal clinks and rattles as Spider-Man swings, especially on hard landings or sudden turns. Clattering impacts when hitting surfaces, emphasizing weight and rigidity. Audible joint shifting , with sounds of metal plates brushing or rotating during midair spins or flips.

• Leather Suits: These suits are often more grounded, streetwear-inspired, or stealth-themed, and the sound design emphasizes the texture and resistance of leather as it moves with the body. Creaking or flexing leather when Spider-Man twists, flips, or stretches midair. Occasional leather "whine" or drag , especially during wall-crawling movements where friction is high. Deeper, more tactile movement noise compared to spandex—less silent, but still flexible and agile.

• Textile Suits: These suits includes streetwear-inspired or layered cloth-based elements like hoodies, jackets, sweatpants, scarves, and other loose-fitting garments like capes and cloaks over the base suit. These suits tend to produce rustling fabric sounds , and sometimes a bit of drag or flutter during movement depending on how much material is in motion. Rustling and flapping sounds during swings and flips, especially when hoods, jackets, or scarves shift with gravity and wind. Soft dragging and shifting sounds when crawling or landing, as layered clothing moves against the body or surface. Shoe contact may sound different too, more like sneakers or casual footwear than boots or armored soles. Capes and long coats create broad, sweeping fabric sounds when Spider-Man swings or dives. These flapping audio cues emphasize motion and drag, often building in volume as speed increases.

• Gear Suits: These suits are tactically outfitted with loose gear like belts, buckles, chains, straps, and utility accessories that produce distinct jingling, clattering, and shifting sounds . The sound design emphasizes the external components interacting with Spider-Man's movement, rather than the suit's base material. Loose gear, like straps, belts, and buckles, shift and bump with Spider-Man's motion, especially during swings or flips. Jingling or metallic clinks from chains, zippers, or utility pouches tapping together. Soft leather strap creaks mixed with accessory movement, particularly noticeable during landings or combat rolls. Occasional gear drag or slap as accessories hit the body when changing direction or landing hard. These sounds layer on top of the base suit material, which is usually spandex or leather underneath.

Emotive Eye Lenses

Across the many suits in Marvel's Spider-Man 2, the eye lenses of different suits' masks shift shape and size in response to how Spider-Man feels. These Emotive Lenses allow Spider-Man to silently express surprise, focus, anger, confusion, or amusement, adding personality and depth to his character without having to see his face under the mask. All suits in this guide are sorted into one of the four categories below, with descriptions explaining how the lenses behave in-game.

• Emotive Shutter Lenses: These mechanical lenses articulate emotion through visible, segmented shutter panels that open and close in precise motions. When relaxed or neutral, the shutters rest in a medium-open position, still angled and framed by their mechanical housing. When surprised or alert, the shutters widen quickly with a sharp mechanical flick, revealing more of the eye frame. During focused or tense moments, the shutters contract inward in a tight squint, creating a narrowed expression. The motion is always mechanical, never organic. It's defined by clean lines, sudden shifts, and technological responsiveness, like a high-end camera aperture reacting to changing light, but tuned to Spider-Man's emotional state instead.

• Emotive Organic Lenses: These lenses are not mechanical, but living extensions of symbiote suits, reshaping themselves seamlessly in response to Spider-Man's emotional state. Rather than sliding panels or hinged shutters, the lenses flow and morph, stretching, expanding, or contracting in smooth, liquid transitions. When startled or overwhelmed, the lenses ripple outward in an instant, growing in size as if the symbiote is widening Spider-Man's field of view to assess danger. The edges pulse slightly as they expand, creating a brief, almost imperceptible ripple along the mask. When Spider-Man is focused, angry, or hunting a target, the lenses narrow like slits, drawing in from all directions. The white surface becomes thinner and more angular, often sharpening into a predatory shape. The transition is like a muscle tightening or skin pulling

taut. There may be subtle, fluid movements even when the lenses are at rest, suggesting a constant awareness within the symbiote. In moments of emotional volatility, like rage, fear, or pain, the lenses may distort asymmetrically, one side twitching or expanding more than the other, reflecting the symbiote's instability or its own reactive instincts.

• Emotive Animated Lenses: These lenses are governed by a stylized, animated logic that defies physical limitations. They shift shape and size with exaggerated fluidity, reacting to Spider-Man's emotions in bold, expressive motions. When Spider-Man is shocked or on alert, the lenses can pop wide open with a spring-like stretch, even rounding out more than usual to sell the emotion. During moments of intensity, like in combat or when angered, the lenses can elongate into razor-sharp slits or compress into tiny shapes. Unlike other lens types, these lenses don't obey structural logic. They can morph into exaggerated, expressive eye shapes depending on the tone of the moment. Their motion feels snappy, bouncy, and responsive, with no visible seams, panels, or technological function behind their behavior.

• Static Lenses: These lenses remain completely rigid, locked in a fixed shape regardless of Spider-Man's emotional state. The shape of the lenses, whether narrow, wide, angular, or round, is set from the start and does not change, giving Spider-Man a constant, unreadable stare.

Spider Arms

In Marvel's Spider-Man 2, Peter's abilities implement four mechanical spider arms that extend from his back. A majority of Peter's suits share the exact same design for the Spider Arms, taken from the default Advanced Suit 2.0. However, specific unlockable suits feature unique designs for the Spider Arms. These suits include the Into the Spider-Verse Noir Suit, Iron Spider Suit,

Iron Spider Armor Suit, Kumo Suit, and Superior Spider-Man Suit, with the Superior Spider-Man Suit having different color options depending on the suit style. Descriptions for these unique Spider Arms will be in the Unique Features section of its respective suit description.

• Standard Arms: The Spider Arms are constructed from smooth, white metal segments shaped like angular armor plates, each piece connected by exposed silver joints that allow full rotation. Narrow black seams run between the plates, hinting at internal mechanisms beneath the surface. The outer edges of the arms are sharply defined, with flat surfaces that reflect light in clean lines. Along the length of each arm, thin cables and small gear housings are partially visible where the plating doesn't fully enclose the inner structure. At the end of each arm is a claw made of darker gunmetal, formed by three hooked prongs with pointed tips and beveled edges. The claws are shaped like grasping talons, with a slight inward curve and articulated knuckles for movement. The base of each arm connects to a thick, reinforced joint mounted on a compact metallic hub, with dark brackets and support struts anchoring them into place.

Peter Parker Suits

25th Century Suit
Advanced Suit
Advanced Suit 2.0
Amazing Suit
Amazing 2 Suit
Anti-Ock Suit
Anti-Venom Suit
Apunkalyptic Suit
Arachknight Suit
Aurantia Suit
Black Suit
Black & Gold Suit
Classic Suit
Classic Black Suit
Fluro Suit
Fly Suit
Helffire Gala 2022 Suit
Homemade Suit
Hybrid Suit
Into the Spider-Verse Suit
Into the Spider-Verse Noir Suit
Iron Spider Suit
Iron Spider Armor Suit
Kumo Suit
Last Hunt Suit
Last Stand Suit
Life Story Suit
Motorchic Suit
New Blue Suit
New Red & Blue Suit
Saving Lives Suit
Scarlet Spider Suit
Scarlet Spider III Suit
Secret Wars: Civil War Suit
Spider-Man 2099 Black Suit
Spider-Punk Suit
Stealth Suit
Stone Monkey Suit

Superior Suit
Symbiote Suit
Tactical Suit
Upgraded Suit
Upgraded Classic Suit
Webbed Suit
Webbed Black Suit

25th Century Suit

Origin: Insomniac Original, designed by artist Anthony Francisco. This suit fuses his classic design with high-tech, Space Age armor, giving him the look of a Spider-Man built for a sci-fi battlefield.
Debut: Marvel's Spider-Man 2 (2023).
Unlocked: Digital Deluxe Edition exclusive. There are no alternate Suit Styles.
Suit Description: The suit's base is composed of a matte black carbon fiber weave, forming the foundation for his torso and legs. Thin webbing patterns, slightly raised and faintly visible, run across the red parts of the suit but are absent from the black areas, creating a clean, tactical contrast. His helmet is a sleek, fully enclosed dome with a metallic red finish across the lower face and crown, fading to black toward the top and sides. A sharp ridge runs down the center of the forehead, dividing the front into symmetrical halves. The large lenses are angular and glowing cyan-blue, set inside black-lined sockets that resemble reinforced tech nodes. The neck features ribbed tubing, connected to internal systems beneath the plating. His shoulders and chest are covered in layered silver plating, ridged and paneled like a futuristic exosuit. A glowing blue diamond-shaped core sits at the center of the chest, flanked by thin, illuminated lines branching outward like a power grid, forming the legs of a spider that spread over his torso. Rounded studs run along the outer plates of the shoulder armor. His arms are crimson red with black webbing patterns running all the way to the gloves. The inner arms and forearms feature vertical bands of raised, black ridging, like conduit lines, set beside bright cyan tech piping. Thick silver gauntlets clamp around his forearms and hands. The gauntlets are bulky, squared off at the edges, and lined with raised grooves that catch the light. His fingers remain covered in red fabric beneath the armor, but the gloves are reinforced at the knuckles with silver patches. Below the chest, ribbed tubing and cyan-blue energy lines feed into a wide silver belt that wraps around his waist, broken into segmented plates with a faint blue glow emanating from small ports along the sides. His legs are black with faint contour lines around the thighs and knees, forming a sleek but armored silhouette with blue glowing strips running vertically down the outer thighs and shins. Thick red greaves are strapped over his shins, fastened with black horizontal straps and segmented for movement. The boots are wide-toed, heavily reinforced, and feature angular red plating with black undersoles.
Suit Properties: Leather sound profile, emotive shutter lenses, standard Spider Arms.

Advanced Suit

Origin: Insomniac original. Designed by Otto Octavius, this suit is a modernized take on Peter's Classic Suit, featuring the now iconic white spider symbol..
Debut: Marvel's Spider-Man (2018).
Unlocked: Available after completing the "Surface Tension" mission. Costs 20 Tech Parts and 1 City Token. Alternate Suit Styles cost 10 Tech Parts.
Suit Description: The suit is skintight and made of a flexible yet durable spandex, with red areas covering his mask, shoulders, outer arms, gloves, chest, and boots. Thin black webbing is embedded into these red panels, raised slightly above the fabric like fine threadwork, forming a consistent grid that curves smoothly over the contours of his body and face. The webbing extends from the top of the mask down the chest and arms without interruption, aligned perfectly with each panel seam, while encircling the gloves and boots. The mask is fully red with the same raised black webbing and features large, angled white eye lenses outlined in black. The lenses are opaque and slightly reflective, curving smoothly over the brow and cheeks, giving Peter a sharp, alert expression. The blue sections of the suit run along his inner arms, sides, and legs, wrapping around the back and forming a smooth contrast to the webbed red portions. This blue fabric is darker and has a flatter finish, lacking any webbing or ornamentation. It's stitched together with sharp, deliberate angles, creating a paneled look that reinforces the division between colors. A white spider emblem sits center on his torso, the thick legs stretching across his chest and shoulders, angling sharply outward, with two of the legs sweeping downward and wrapping along his ribs. The central body of the spider rests on his sternum, slightly raised like molded armor. The back features a matching white spider symbol, its legs branching out horizontally and diagonally across his shoulder blades and upper back. His gloves and boots echo the suit's color balance. The gloves are red, broken only by white finger sections on the index and middle fingers, and white pads across the knuckles and outer hand. The boots, also red, cut off just below the knee and are outlined with narrow white trim on the upper edge.
Suit Properties: Spandex sound profile, emotive shutter lenses, standard Spider Arms.
• Style 2: Resembles the Web-Man Suit. This style swaps the suit's standard color scheme for a bold red-and-blue inversion. The red areas from Style 1, including the mask, shoulders, chest, gloves, and boots, are now bright blue, while the blue areas, the sides, inner arms, and legs, are now vibrant red. The raised black webbing remains, now running across the red panels. The white spider emblems on the front and back are unchanged, still sharply contrasted against the new colors. The gloves and boots retain their shape and detailing but follow the inverted color layout.
• Style 3: Resembles a symbiote version of the Advanced Suit. This style shifts the suit to a monochromatic black and white palette. All red and blue sections are replaced by smooth, matte black. The black webbing blends more subtly here, visible as faint texture rather than contrasting lines. The white spider emblem is far more prominent in this version, glowing slightly and

standing out starkly against the dark background. The eyes remain white with a glossy finish, bordered in black, and the gloves and boots are fully black with the white finger pads and trim still present.

- Style 4: Resembles the Oscorp Suit, where Peter Parker of Earth-616 wears a Spider-Man costume designed by Norman Osborn, outfitted with Green Goblin inspired armor and weaponry. The red segments become a darker crimson, and the blue areas are replaced with a saturated forest green. The black webbing remains raised and clearly defined across the crimson surfaces. The spider emblem shifts from white to a vivid metallic gold, both on the chest and the back. The eye lenses maintain the same shape and black outline but have a distinct amber-orange tint. The gloves and boots follow the same crimson-and-green split, with the white accents now gold.

Advanced Suit 2.0

Origin: Insomniac original. This suit is the default costume for Peter at the start of the game, building upon the original Advanced Suit.
Debut: Marvel's Spider-Man 2 (2023).
Unlocked: Available by default. Alternate Suit Styles cost 1 City Token.
Suit Description: A vivid red mask wraps tightly around his head, smooth and unbroken except for two sharp, white eye lenses outlined in black. The lenses are shaped like narrow wedges, slanting upward toward the temples, with a glossy surface that catches the light. The chest is covered in the same bold red, forming a large field for a crisp white spider emblem. The spider's body sits centered on his sternum, its thick legs branching upward across his collarbones and shoulders, and downward around his ribs, where they split and continue along his obliques. Its white color contrasts strikingly with the red and appears slightly raised, as if it is a bonded armor piece layered atop the fabric. The red continues down his upper arms, stopping just below the elbows where white gauntlet-like gloves begin. These gloves have a matte finish and cover his hands entirely, extending in a curved pattern up the forearms and tapering at the elbows. His fingers are fully wrapped in white, segmented at the knuckles for flexibility. A fine black web pattern covers the red mask, chest, upper arms, and tops of the feet. The webbing is symmetrical and tightly spaced, forming a classic hexagonal grid that starts at the center of the face and spreads outward across the head. It continues across the chest and shoulders, following the contours of the red areas without disrupting the white spider emblem, which remains clean and free of pattern. The web lines are thin but distinct, etched subtly into the fabric as if lightly embossed. The inner arms and sides of his torso are a deep navy blue, textured with a faint hexagonal pattern that distinguishes them from the smooth red areas. The blue runs uninterrupted down his waist and hips, enveloping his legs with a single dark field that highlights the suit's contour lines. On top of each foot is a red armored piece shaped like a wide V, blending into the blue of the ankles and heels. The boots lack visible soles, instead forming a seamless continuation of the leg. Every line of the suit hugs the shape of Peter's body, with hard edges

where red meets blue and soft gradients where white curves through. The entire design gleams faintly under light, as if coated with a fine, resilient finish.
Suit Properties: Spandex sound profile, emotive shutter lenses, standard Spider Arms.
• Style 2: Resembles the Advanced Suit worn by Peter Parker of Earth-51838, where he quits being Spider-Man at a younger age and Norman Osborn secures a totalitarian rule over the world. This variation swaps the traditional red for a deep magenta tone across the mask, chest, upper arms, and forearms. The blue sections of the suit remain unchanged, retaining their dark navy tone and textured appearance. The white spider emblem, gloves, and boot accents are still present but appear brighter due to the contrast with the richer magenta-red. The webbing pattern is still visible on the red portions but is harder to see at a distance because of the darker, glossier coloration. The overall effect gives the suit a sleeker, more high-contrast appearance while preserving the original layout and design.
• Style 3: Resembles the Web-Man Suit. This style inverts the color scheme of Style 1, making the mask, chest, and upper arms a vivid cobalt blue while turning the rest of the suit, including the forearms, sides, inner arms, and full legs, a bold, vibrant red. The white spider emblem remains centered and untouched, still stretched across the chest and shoulders. The gloves are now pure white and stand out starkly against the red arms. The top of each foot is red rather than blue, aligning with the new leg color. The webbing pattern remains only on the red areas, now covering everywhere except the head and chest.
• Style 4: This style features a striking mustard yellow in place of all red areas, including the mask, chest, upper arms, and feet. The blue sections of the original suit are now replaced by a bright white, giving the entire suit a much lighter and bolder appearance. The white spider emblem is retained but becomes less distinct where it overlaps the white torso sections. The gloves match the white of the body, blending smoothly into the arms. The webbing pattern remains only on the yellow areas and is clearly visible on the mask and chest.

Amazing Suit

Origin: Worn by an alternate Peter Parker, portrayed in live action by Andrew Garfield.
Debut: The Amazing Spider-Man (2012).
Unlocked: Available at Level 8. Costs 30 Tech Parts and 1 City Token. There are no alternate Suit Styles.
Suit Description: The dominant fabric of the suit is a deep navy blue, almost black under certain lighting, covering the entire torso (excluding the chest), the inner biceps, hips, legs, and the back of the neck. This blue material has a smooth, subtly reflective quality with visible fabric striations. Along his chest, shoulders, forearms, gloves, and boots, the blue gives way to a bold, crimson red that wraps around his upper body in sharp, defined panels. The red is textured with a raised honeycomb pattern, each hexagon glinting slightly under the light. The mask continues this sleek aesthetic of a honeycomb red, with small, almond-shaped lenses set into black rims. These lenses are a reflective, dark reddish-brown color, reminiscent of sleek, polarized

sunglasses, bordered in black rubber that blends into the red of the mask. Running throughout the red segments is a thin black webbing pattern, etched into the surface rather than printed. These web lines are denser and tighter across the mask and chest, radiating outward from a large red spider emblem centered on Peter's torso. Unlike the classic wide-legged spider, this emblem has a slender, aggressive design: its legs are long and sharp, extending up over the clavicles and downward past the sternum, piercing into the entirely blue abdomen, with the lowest pair nearly touching the obliques. The gloves taper sharply at the wrists, red folding over the blue in triangular points that stretch partially onto the fingers, leaving the inner palms and fingertips blue. The boots rise nearly to the knee and are segmented with red panels that follow the contours of his calves and shins, ending in red soles that blend into the suit seamlessly.
Suit Properties: Spandex sound profile, emotive shutter lenses, standard Spider Arms.

Amazing 2 Suit

Origin: Worn by an alternate Peter Parker, portrayed in live action by Andrew Garfield.
Debut: The Amazing Spider-Man 2 (2014).
Unlocked: Available at Level 9. Costs 35 Tech Parts and 1 City Token. There are no alternate Suit Styles.
Suit Description: A vibrant red fabric covers Peter's chest, shoulders, outer arms, gloves, and boots, its surface lightly reflective with a smooth, almost rubberized finish. Black web lines are embossed across every red section, evenly spaced and sharply defined, each line raised just enough to cast tiny shadows where they intersect. The mask is entirely red with the same raised web pattern and features a pair of oversized, white eye lenses rimmed in bold black. These lenses are slightly convex, with a smooth reflective surface that gives them a glass-like appearance. Their wide, teardrop shape slants inward toward the nose, giving Peter a sharp, expressive look. The blue fabric wrapping around his torso's sides, inner arms, abdomen, and legs is a rich navy with a matte, textured surface that resembles fine mesh. This blue contrasts cleanly against the red, with sharp, diagonal seams following the natural lines of his body. The blue fabric lacks webbing, emphasizing the split between the two colors. At the center of the chest is the iconic spider emblem in jet black, large, elongated, and aggressive in shape. The spider's legs stretch wide across the pectorals and taper to points near the shoulders and lower ribs in symmetrical, pointed arcs.. His gloves are entirely red, extending just past the wrists, with the same raised webbing and no visible seams or padding. Each finger is distinctly shaped with subtle contouring at the knuckles. The red boots match the gloves in material and finish, reaching mid-calf with a seamless transition into the blue of the upper legs. There are no external gadgets or tech elements on the suit, maintaining a clean, agile appearance.
Suit Properties: Spandex sound profile, static lenses, standard Spider Arms.

Anti-Ock Suit

Origin: Insomniac original. This suit was designed by Peter Parker to counter Doctor Octopus in the climax of the first game. The suit reflects the color scheme of Doc Ock's tentacles.
Debut: Marvel's Spider-Man (2018).
Unlocked: Available at Level 17. Costs 40 Tech Parts and 2 City Tokens. Alternate Suit Styles cost 20 Tech Parts.
Suit Description: The suit is built from smooth, black armor plates that curve tightly over his body, each segment outlined by fine seams that divide the suit into interlocking sections. The surface is glassy and reflective, catching the light in sharp, clean highlights that travel across his chest and limbs as he moves. The mask is seamless from the neck up, with no visible breaks in the plating. Two gold lenses sit over the eyes, almond-shaped and rimmed with narrow black borders that blend into the rest of the helmet. The lenses glow faintly, with the gold light reflecting off the glossy black surface around them. Small panel lines run along the sides of the head and around the jaw, adding structure to the helmet without breaking its smooth finish. Along the chest, a gold spider emblem spreads outward in sharp, angular legs; four reaching toward the shoulders, four angled down the abdomen. The emblem glows faintly, its lines raised slightly from the surrounding armor, with the gold color shifting subtly with the lighting. His arms and legs are wrapped in the same segmented plating, each piece shaped to fit tightly around the muscle structure beneath. The forearms and shins have longer, tapered panels that catch light as they angle inward. His gloves end in sleek fingers made of individual armor segments, with no visible fabric at the joints. The boots follow the same pattern, molded and reinforced, with angular ridges wrapping over the toes and heels. The entire suit maintains a polished, unbroken black from neck to toe, interrupted only by the gleaming gold spider and the glow from his eyes.
Suit Properties: Armor sound profile, emotive shutter lenses, standard Spider Arms.
• Style 2: Every panel, spanning the torso, limbs, mask, gloves, and boots, is coated in a clean, matte white tone that diffuses light rather than reflecting it. The gold spider emblem is replaced with a pale cyan version, glowing faintly across the chest and arms. The lenses match this pale cyan glow, softening the expression of the mask. The suit is monochrome in tone, with only the spider and eyes offering a touch of color.
• Style 3: The armor is coated in a deep, glossy crimson that wraps the entire suit, from the helmet to the boots, in a reflective, lacquered finish. Replacing the gold, the spider emblem across the chest is now a stark white with a subtle, soft blue glow radiating from beneath its edges, creating a faint aura that highlights each leg of the symbol. The eye lenses follow suit; pure white at their center, framed by a gentle blue light that pulses faintly from within the mask.
• Style 4: The suit's plating takes on a dark olive green color with a muted sheen, slightly less reflective than Style 1 but still clearly metallic. The glowing spider emblem is changed to a vibrant neon green, standing out dramatically against the suit's deeper tones. The lenses match this neon green glow, casting bright reflections on the glossy helmet.

Anti-Venom Suit

Origin: Insomniac original, a symbiote purified by Mister Negative.
Debut: Marvel's Spider-Man 2 (2023).
Unlocked: Available after completing the "Set Things Right" mission. Alternate Suit Styles unlock at Ultimate Levels 3, 6, and 9 in a New Game Plus save.
Suit Description: The full body suit's base is a bright snowy white from the smooth mask down to the soles of the feet. A faint stippled texture runs across the entire white surface, giving the material a crystalline sheen when light hits its curves. The mask is completely white except for deep black frames around the almond shaped eye openings; these frames come to sharp points at each inner corner and flare outward toward the temples, while the lenses inside the frames remain opaque white. Centered on the chest, a glossy black spider emblem begins at the collarbone line, widens into a rounded abdomen shape, and then extends eight thick legs in a symmetrical pattern. The upper pair of legs sweeps over the tops of the shoulders and continues across the shoulder blades onto the upper back. The lower pair curves around the sides of the rib cage and ends beside the waist. The spider's body narrows into a short taper that ends near the navel before reappearing as a smaller pointed segment on the lower back. Solid black panels cover the outer faces of the biceps and flow smoothly into matching panels that run along the underside of the forearms, stopping just before the wrists. Similar black panels wrap from each hip, follow a smooth diagonal across the outer thighs, and taper as they approach the backs of the knees. The remainder of the arms, torso, legs, gloves, and boots keeps the uninterrupted snowy white finish. No visible seams break the surface, and the feet blend seamlessly into the suit with no separate sole color or tread pattern.
Suit Properties: Symbiote sound profile, emotive organic lenses, standard Spider Arms.
Unique Features: As a symbiote suit, gameplay animations such as parrying, Spider Jump, and Spider Dash use white symbiote tendrils instead of the Spider Arms. The suit's webbing is produced from organic symbiotic goo instead of the webshooters. The Webb Wings naturally form as symbiote constructs from under the arms instead of being mechanically deployed.
• Style 2: Resembles Agent Venom. The base color of the suit is a deep glossy black that covers the torso and legs. Iridescent electric blue highlights ripple across this black surface, giving it a liquid sheen wherever the light catches. Matte silvery white panels sit on the outer hips and punctuate the black where the spider emblem segments stab downward. Thin white spider legs extend over the abdomen, standing out sharply against the surrounding black and blue.
• Style 3: Resembles Carnage. The suit's primary color is a glossy crimson red that covers the mask, torso, arms, and legs with a wet looking sheen that catches the light. A jet-black spider emblem dominates the chest and abdomen, its thick legs extending over the shoulders and around the rib cage, while matching black panels run along the inner arms and wrap the hips. The mask keeps the crimson base but adds bold black frames around the white eye lenses, creating a sharp contrast. Scattered reflections across the textured red surface brighten into small flecks of scarlet where the light strikes most directly.

• Style 4: Resembles Venom. The suit's primary color is deep glossy black that coats the mask, torso, arms, and legs in a wet looking symbiote texture. Bright white shapes the large spider emblem across the chest and abdomen, and its eight thick legs sweep over the shoulders and curve around the rib cage. Solid white panels start at each shoulder, travel down the inner arms to the wrists, and reappear as angular patches on the outer hips. The mask remains black but displays thick white frames around the white eye lenses that meet at the bridge of the nose and extend outward toward the temples.

Apunkalyptic Suit

Origin: Insomniac original, designed by artist Jerad Marrentz. This suit is a more post-apocalyptic take on the Spider-Punk design.
Debut: Marvel's Spider-Man 2 (2023).
Unlocked: Digital Deluxe Edition exclusive. There are no alternate Suit Styles.
Suit Description: Peter's classic mask is stitched along the seams like it's been torn and reassembled, with thick black thread running up the sides and silver safety pins jabbed in just above the eyes. The white lenses, yellowed with age, are angled into a sharp scowl, ringed in heavy black outlines, and the top of the mask is gathered into a short mohawk-style ponytail , spray painted black and knotted with cloth. Over his torso, Peter wears a sleeveless leather vest dyed a weathered navy blue, looking faded and cracked with wear. It's cropped short, stopping just below the ribcage, and the collar is popped high, mounted with silver spikes along it with additional ones lining the left armhole.. A bold red shoulder pad wraps around his left side, bolted down with metal rivets, while the front of the vest is stamped with graffiti-style markings, most notably "AF-15" scrawled in white block letters across the left chest, painted in uneven strokes. Beneath the vest, his spandex bodysuit is blood-red with a white, asymmetrical spider symbol stretching across the chest and shoulders like cracked graffiti. The symbol's legs end at the ribs, where the vest cuts it off. A wide white stripe bisects the red from the abdomen downward, flanked by scattered battle-worn scuffs and tears. His arms are exposed from the shoulders down, revealing Peter's bare biceps. On his forearms, he's loaded up with a mismatched collection of leather straps, silver-studded bracelets, torn red cloth, and a pair of red leather fingerless gloves, one with more visible padding and plating than the other, as though repurposed from scavenged gear. The pants are jet black and stitched with uneven seams, patched together with extra fabric along the thighs and knees. The right thigh has a red patch sewn crudely over a tear, and the left leg is strapped with additional padding running down into a red, armored knee guard. His left boot is matte black with a rugged gray sole, loosely laced with red cords, and scuffed at the toes, while the right is a reinforced red combat boot, wrapped with dull silver plating around the shin and ankle.
Suit Properties: Gear sound profile, emotive shutter lenses, standard Spider Arms.

Arachknight Suit

Origin: This Peter Parker originates from Warp World, a pocket dimension where history was rewritten when the Soul Infinity Gem merged the identities of all beings in half. Inside Warp World, Spider-Man and Moon Knight were fused together into Arachknight, where Peter's mind was split into multiple personalities when he was bitten by a mystical spider at the scene of his Uncle Ben and Aunt May's murders.
Debut: Infinity Wars #3 (2018).
Unlocked: Available at Level 20. Costs 45 Tech Parts and 3 City Tokens. Alternate Suit Styles cost 40 Tech Parts and 2 City Tokens. Also obtainable early as a Pre-Order bonus.
Suit Description: The suit begins with a crisp, white hood that obscures much of Peter's head, casting shadow over a sleek black mask. The masks lenses are angular and red, tapered at the ends like blade points. The eye pieces gleam with a glassy sheen, edged with thin outlines that dip toward the jaw like sharp fangs. Across his chest, metal plates overlap in a symmetrical V-shape, each one silver with a brushed texture that reflects faint streaks of light. Bolted onto this armor is a crimson spider emblem, its legs sharp and geometric, climbing across the shoulders and upper chest like splintered cracks in glass. Beneath the armor, the undersuit is a smooth, tightly woven black fabric that conforms to Peter's body without disrupting the armored plating. The shoulders flare outward beneath solid silver pauldrons, while the arms are wrapped in jointed armor—thick silver plating along the forearms, split by black ridges that vanish into the quilted suit beneath. His gloves end in crimson fingers with sculpted knuckles and a matte finish. Cascading from his shoulders is a flowing black cape, lined with white on the inside. It's heavy and grounded, draping down behind him like a shadow, the hem falling below the knees. Beneath the segmented silver chest armor, a band of quilted white canvas wraps around Peter's midsection and hips, stitched into rigid square panels with thick black thread that forms a sharp, gridded pattern. The material sits stiff against his frame, and bends only slightly at the sides where it meets the deep angles of his belt. The belt is wide and angular, made of brushed steel, and locks across his waist with a flat, squared buckle. Along its length, a series of rigid metal pouches are mounted flush to the frame, each with sharp corners and recessed lids. The quilted panels end at the top of the thighs, where the suit shifts to tightly contoured black leather that fits along the legs like a second skin. The surface is smooth with a faint natural grain, broken by stitched seams that trace the shape of his quads and wrap behind the knees. From there, hard black plating takes over at the shins, sharp-edged and matte, made of solid composite that blends cleanly into the armored boots below. The boots share the same hard finish, with thick red rubber outsoles that split at the front and curve upward into three distinct ridges, each one tapered into hooked claws.
Suit Properties: Textile sound profile, emotive shutter lenses, standard Spider Arms.
Unique Features: The suit features a long cape that dynamically flows, drapes, and shifts with Spider-Man's movements.
• Style 2: The hood, mask, cape exterior, undersuit, gauntlets, boots, and the quilted canvas padding are all rendered in matte black, giving the entire outfit a shadowed, uniform look. The

chest armor shifts from silver to a dark, burnished bronze, while the red spider emblem becomes a glowing orange, its legs flaring outward like embers across the torso. The undersuit beneath the armor is detailed with orange piping that traces the arms, thighs, and torso seams in thin, sharp lines, providing just enough contrast to break up the black. The utility belt and pouches remain solid black steel, blending into the core of the design. The cape's interior reveals a deep reddish-orange lining, and the red clawed soles of the boots are now bright orange.
• Style 3: The hood, cape exterior, gloves, undersuit, and boots are all a rich cobalt blue. The chest armor and gauntlets are a clean silver finish, brighter and more reflective than before. The red spider emblem is now stark white, its shape sharply defined against the chest. The mask is also blue, with piercing white lenses that stand out beneath the edge of the hood. The utility belt and pouches remain black. The cape's interior lining is bright white, highly reflective, and visible in the folds around his legs or shoulders. The soles of the boots match the rest of the suit in blue, with the claw-shaped ridges now sleek and unified in cobalt as well.
• Style 4: The hood and quilted padding are a dark red with a mesh-like texture, giving the fabric more visual weight and contrast. The chest armor becomes bright yellow, as does the spider emblem, which now glows slightly against the red torso beneath. The undersuit is red and yellow, with the arms and legs split between the two colors in an alternating pattern. The gauntlets and boots are metallic gray, and the gloves and soles of the boots are yellow, ending in vivid claw shapes. The cape is deep red, lined with gold on the inside, and the mask now features yellow lenses over a red base.

Aurantia Suit

Origin: Insomniac original, designed by artist Raf Grassetti. "Aurantia" comes from the Latin word aurum, meaning gold. This suit references the Argiope aurantia, commonly known as the yellow garden spider.
Debut: Marvel's Spider-Man 2 (2023).
Unlocked: Digital Deluxe Edition exclusive. There are no alternate Suit Styles.
Suit Description: The mask is a rich crimson red , segmented with angular black lines that form a layered, armored shell. The eye lenses are sharp and narrow with a slight upward curve, glowing gold with a sleek, metallic rim that matches the suit's accent color. Black panels frame the lower sides of the mask, blending seamlessly into the neck and chest. The torso features bold metallic gold paneling that forms a wide spider emblem across the chest. The emblem is sculpted with layered, angular legs that stretch from the sternum outward and downward across the red chest armor, wrapping toward the sides. The abdomen is black, bordered with red and gold accents that create a symmetrical, contoured shape. The chest armor is glossy, reflective, and heavily ridged, composed of reinforced plating. The arms are mostly black with sleek, form-fitting material that displays subtle texture and muscle definition. Gold plating wraps around the forearms like bracers, and red segments run along the outer arms to the shoulders. The gloves are red, with thin gold trim outlining the wrists and fingertips, and the shoulder pads are small but distinct, offering

added bulk to the upper frame. The legs are mostly matte black with smooth red paneling on the thighs and shins, outlined with thin gold borders. Gold triangular accents appear at the knees and lower calves, directing the eye toward the feet. The boots are red with angular toe guards and heel armor, completing the armored, high-tech aesthetic.
Suit Properties: Spandex sound profile, emotive shutter lenses, standard Spider Arms.

Black Suit

Origin: Insomniac original, a living symbiote bonded to Peter Parker.
Debut: Marvel's Spider-Man 2 (2023).
Unlocked: Available after completing the "Good Men" mission. Alternate Suit Styles unlock at Ultimate Levels 1, 4, and 7 in a New Game Plus save.
Suit Description: The mask and body are entirely enveloped in a smooth, highly reflective black surface that catches small points of light. Large, pure-white eye lenses lie flush with the mask, tapering to sharp inner points and curving upward at the outer corners. A bold white spider emblem dominates the torso: a broad vertical body runs from just below the collar down the abdomen, while four thick, angular legs branch outward on each side. The upper pair angle up toward the front of the shoulders before wrapping to the back; the lower pair slope across the obliques, then turn sharply to extend under the arms and around the ribcage. Each lower leg of the emblem continues down the inside of the arms and ends in a narrow chevron around each wrist. Across the suit's limbs and flanks, narrow ribbed panels of black material create a sinew-like texture that contrasts with the smoother, armored panels on the chest, abdomen, and front of the thighs. These ribbed sections run down the outside of the biceps, the sides of the torso, and the outer thighs and calves before tapering at the ankles. The integrated boots share the same glossy black finish, with subtle seam lines outlining the toes and heels. Aside from the white emblem, eye lenses, and wrist chevrons, no additional colors or markings are present.
Suit Properties: Textile sound profile, emotive organic lenses, standard Spider Arms.
Unique Features: As a symbiote suit, gameplay animations such as parrying, Spider Jump, and Spider Dash use black symbiote tendrils instead of the Spider Arms. The suit's webbing is produced from organic symbiotic goo instead of the webshooters. The Webb Wings naturally form as symbiote constructs from under the arms instead of being mechanically deployed.
• Style 2: Resembles the original concept art of the Black Suit, designed by Randy Schueller, matching the color scheme of Knull, the god of the symbiotes. The suit's base is a deep, glossy black that covers the mask, torso, and limbs. A vivid crimson spider emblem dominates the chest, its eight angular legs wrapping over the shoulders and under the arms before ending in thin red chevrons at each wrist. Large, pure-white eye lenses stand out sharply against the black mask.
• Style 3: Resembles Anti-Venom. The suit reverses the default palette, using a stark white as the primary color across the mask, torso, and limb armor plates. A glossy black spider emblem spreads over the chest and shoulders, and thick black panels run along the inner arms, flanks, and

inside the legs, creating a strong two-tone contrast. The eye lenses are solid black triangles set against the white mask.
• Style 4: Resembles Zombie Venom. The primary material is a glossy black that encases most of the mask, torso, and limbs. A bold overlay of deep crimson veins runs up the neck, along the shoulders, down the outer arms, and across the flanks and inner thighs, adding a striking secondary tone. Centered over the chest, a bright white spider emblem spreads its eight legs over the shoulders and beneath the arms, while large white eye lenses punctuate the otherwise black mask.

Black & Gold Suit

Origin: Worn by an alternate Peter Parker, portrayed in live action by Tom Holland. This is Peter's Upgraded Suit turned inside out after it was vandalized with paint.
Debut: Spider-Man: No Way Home (2021).
Unlocked: Available at Level 60. Costs 115 Tech Parts and 3 Rare Tech Parts. There are no alternate Suit Styles.
Suit Description: The entire suit is composed of a smooth, black fabric with a slightly reflective sheen, crafted from advanced synthetic material that's sleek and form-fitting but reinforced for durability. This base layer is overlaid with an intricate web of golden circuitry lines, which run across the suit like a glowing schematic etched into the fabric, forming a stylized, angular web pattern that echoes Spider-Man's traditional motif. Instead of the organic, radial lines of a spiderweb, this design uses sharp angles and symmetrical paths, resembling a digital circuit board as it fans out from the center of the suit. His mask retains the traditional Spider-Man silhouette, colored black overlayed with the golden circuitry webbing. The eye lenses are white, angular, and slanted at the corners, with thick black trim outlining their narrow shape. The golden spider emblem on his chest is prominent, larger than in many other suits, with sharp legs that stretch outward and merge seamlessly into the circuitry, anchoring the web-like layout. It gleams in a matte gold finish, subtly raised from the surface of the suit. His gloves follow this same pattern; black foundation with gold tracings that wrap around the fingers and wrists like conduits of energy. The boots mirror this design, extending to just below the knee with golden circuitry that spirals and climbs upward, framing his calves in long vertical arcs.
Suit Properties: Spandex sound profile, emotive shutter lenses, standard Spider Arms.

Classic Suit

Origin: The first ever Spider-Man costume, designed by artist Steve Ditko.
Debut: Amazing Fantasy #15 (1962).
Unlocked: Available after completing the "Surface Tension" mission. Costs 20 Tech Parts and 1 City Token. Alternate Suit Styles cost 10 Tech Parts.

Suit Description: The suit is a sleek, form-fitting costume made from a flexible spandex that clings tightly to his athletic frame. The suit's design is dominated by a vivid red and rich cobalt blue color scheme, with the red sections wrapping over his head, shoulders, chest, gloves, boots, and a horizontal strip circling his waist like a belt. These red portions are patterned with a uniform black webbing grid, thin but raised, creating shallow grooves that follow the contour of his shoulders and arms, before converging at the chest. Centered on the red chest panel is a fist-sized black spider emblem with eight sharp legs, four pointing upward toward his collarbones, four stretching down toward his stomach. The mask, entirely red with the same textured webbing, features large white eye lenses shaped like angled teardrops. The lenses bulge outward slightly, outlined by a black border that rests flush against the mask. His eyes are hidden behind the solid white lenses, which reflect light like smoked glass. The blue sections of the suit run down the sides of the torso, inner arms, and full length of the legs. This blue fabric is smoother, with a subtle mesh pattern that breaks the light into faint gradients across his thighs and ribs. The transition between red and blue is sharp and angular. On the chest, the red forms a wide V that dips to a point at the center of the torso, mirroring a similar downward point where the red belt meets the blue hips. The gloves are red with no visible webshooters or armor, tapering just above the wrists. The boots begin mid-calf and match the gloves in tone and material, wrapping his feet without laces or soles, shaped entirely by the stretch of the fabric.
Suit Properties: Spandex sound profile, emotive shutter lenses, standard Spider Arms.

- Style 2: Resembles the Web-Man Suit. The mask, chest, gloves, shoulders, and boots are deep blue with a smooth, untextured surface and no visible webbing. The arms, sides, and legs are bright red and covered in sharp black web lines. A black spider emblem sits centered on the solid blue chest, standing out starkly against the flat background.
- Style 3: Resembles early ink illustrations from the 1960s by Steve Ditko. The red portions, including the mask, shoulders, gloves, and boots, are deeper in tone than the default, leaning toward a crimson shade. The rest of the suit is a rich black with subtle blue highlights visible under light. These highlights add dimension to the black material, especially along the torso, thighs, and arms. The webbing is still present across the red portions in black, with the black spider emblem blending slightly into the suit's darker tones but still clearly visible against the red background.
- Style 4: Resembles the Advanced Suit. The red areas of the suit are brighter and more saturated, covering the mask, chest, gloves, shoulders, and boots with a crisp black web pattern. The torso sides, arms, and legs are coated in vibrant cyan-blue, smooth and luminous. A white spider emblem stands out clearly on the bright red chest panel.

Classic Black Suit

Origin: The original comics version of the black symbiote costume. Summoned by the Beyonder to Battle World, Peter bonds with this symbiote after his costume is shredded in a battle against the villains.

Debut: Marvel Superheroes Secret Wars Vol. 1 #8 (1984).
Unlocked: Available at Level 50. Costs 100 Tech Parts and 2 Rare Tech Parts. Alternate Suit Styles cost 65 Tech Parts and 3 City Tokens.
Suit Description: Peter is entirely encased in a seamless, high-gloss black bodysuit that gleams like liquid ink under light, its surface shifting in subtle gradients of gunmetal, graphite, and oil-slick silver. The suit fits like a second skin, perfectly tracing every muscle of his athletic build, with his chest, shoulders, arms, and legs sharply defined beneath the tight, organic material. His head is completely covered by the same black sheen, smooth over every curve of his skull and jawline. The only break is in the eye lenses: large, almond-shaped ovals of stark white, slightly convex and cleanly bordered, with a hard-edged, angled design. Dominating the chest is a bold white spider emblem with long, jagged legs, four stretching upward over the shoulders and four downward along the sides of his ribcage, flaring aggressively across his torso before connecting to an identical logo across his back. The spider's body is thick and angular, the stark white completely flat and untextured, giving it an unnatural boldness against the black surface. Each hand features a solid white patch across the back, rectangular and slightly sloped to match the natural curve of the hand. These patches mirror the spider emblem in tone, with the same bright, featureless white. The gloves flow uninterrupted into his fingers, with no seams or padding, and the feet do the same, contoured to the shape of his soles.
Suit Properties: Spandex sound profile, emotive organic lenses, standard Spider Arms.
Unique Features: As a symbiote suit, gameplay animations such as parrying, Spider Jump, and Spider Dash use black symbiote tendrils instead of the Spider Arms. The suit's webbing is produced from organic symbiotic goo instead of the webshooters. The Webb Wings naturally form as symbiote constructs from under the arms instead of being mechanically deployed.
• Style 2: Resembles the Black suit worn by the Ultimate Spider-Man of Earth-1610. The black of the bodysuit is replaced with deep violet, and the suit reflects light in shades of indigo, lavender, and muted magenta. The surface remains smooth and glossy, and the reflective sheen flows along the contours of the body with a liquid-like finish. The spider emblem on the chest and the rectangular patches on the backs of the hands remain white.
• Style 3: Resembles Anti-Venom. The suit is entirely white with a glossy surface that reflects light in gradients of pearl, pale silver, and soft ivory. The spider emblem on the chest is solid black. The eye lenses and the rectangular patches on the backs of the hands are also black, with a matte finish that contrasts the shine of the suit.
• Style 4: Resembles the Black suit from Spider-Man: The Animated Series (1994). The suit remains black with a glossy finish that reflects both red and blue tones across its surface, evoking the imagery of city lights shining off the suit from the cartoon. Reflections shift between crimson, maroon, cobalt, and navy, with red highlights concentrated along the arms, waist, and legs, and blue tones appearing across the shoulders, chest, and outer limbs. The spider emblem on the chest and the rectangular patches on the backs of the hands are white but appear slightly muted under the surrounding color shifts.

Fluro Suit

Origin: Insomniac original, designed by KidSuper and motorsports racer Lando Norris. It resembles a mashup of a Spider-Man costume and a racing suit.
Debut: Marvel's Spider-Man 2 (2023).
Unlocked: Free with the v1.003.000 update. The Alternate Suit Styles are also unlocked for free.
Suit Description: A black full-body suit with a matte finish is tightly fitted to Peter's form and segmented subtly at the shoulders, elbows, knees, and hips by thin seams that follow natural articulation points. A series of bright neon yellow lines glow across the surface, tracing clean, geometric paths along the limbs and torso. These lines start at the helmet and flow downward, wrapping around his arms like coiled cables, forming a stylized ribcage on the chest, and crisscrossing at the thighs and shins in angular bands that resemble high-visibility trackwear. The helmet is solid black with no visible openings, its smooth surface uninterrupted except for a broad, curved visor that reflects a deep blue sheen. The visor covers the entire upper face, tapering slightly toward the jawline. There is no spider emblem on the chest, only the glowing pathways mark the suit, giving it a stripped-down, tactical look. The gloves and boots are black, with the same neon lines wrapping tightly around the wrists and ankles, connecting seamlessly to the rest of the design. The overall silhouette is aerodynamic and low-profile, with the glowing accents offering the only contrast against the black fabric.
Suit Properties: Spandex sound profile, emotive shutter lenses, standard Spider Arms.
• Style 2: Resembles Peter's Advanced Suit. The black base is replaced by deep red and medium blue fabric, split along clean, curved panels. The chest, shoulders, gloves, boots, and parts of the mask are red, while the inner arms, thighs, and abdomen are blue. A bright white spider emblem spreads across the chest, clearly defined and stylized with long legs that wrap around the shoulders and ribs. The helmet is still a full-head design but now has a red shell with black webbing patterns over it and a glossy black visor shaped like Spider-Man's eyes. Unlike Style 1's smooth, glowing lines, this style features classic textures and patterning, evoking Peter's iconic suit with a sleeker, more armored silhouette.
• Style 3: Resembles Venom. The bodysuit is now deep black with glowing white lines running along the same angular paths, replacing the neon yellow accents. A white spider emblem is prominently displayed on the chest, large and glowing slightly, with its legs stretching over the shoulders and down the abdomen. The helmet remains black, and the visor is a glowing white that blends into the facial area.
• Style 4: The black bodysuit is now a semi-transparent blue that appears slightly holographic. The glowing circuit-like lines from Style 1 return, but now in vivid pink, forming the same pathways across the body. The helmet matches the blue of the suit, and the visor glows a deep red. There's no spider emblem visible, and the suit has a more digital, synthetic appearance, as if rendered by hard light or hologram technology.

Fly Suit

Origin: Insomniac original, made in collaboration with the non-profit Gameheads. The suit is based off of 90s aesthetics, with all earnings going towards supporting Gameheads' mission of empowering low-income youth and youth of colour to thrive in the video games industry.
Debut: Marvel's Spider-Man 2 (2023).
Unlocked: Free as of November 7, 2024, formerly exclusive to the Fly & Fresh DLC pack for $4.99. There are no alternate Suit Styles.
Suit Description: The mask completely discards the classic red and blue color scheme in favor of a neon hot pink base. Thick cyan and white stripes wrap diagonally around his head like stylized speed lines. The eye lenses are a glossy bubblegum pink, almost translucent, with deep blue frames that pop sharply against the pink fabric. Resting over the mask is a pair of chunky over-ear headphones with a metallic silver headband and bright purple earcups, detailed with cyan accents and a small attached microphone jutting from the left side. His track jacket is a loose-fitting, retro windbreaker in matte sky blue, broken up by an angular white spider emblem that stretches wide across the chest and shoulders, its legs ending just before the elbows. The jacket's sleeves and sides are splashed with chaotic, overlapping brushstroke patterns in bright aqua, seafoam green, and violet, echoing classic '90s sportswear. A black zipper splits the front, and the collar is popped high in traditional windbreaker style. His gloves are visually loud: navy blue with finger segments in firetruck red, each dotted with vibrant digital style shapes in yellow, pink, lime, and aqua, like retro game icons stitched onto his knuckles. The pants are baggy, high-rise joggers in rich purple, cinched at the ankles. They're absolutely covered in geometric decals, including floating triangles, zigzag lightning bolts, 3D cube outlines, and abstract confetti, layered in hues of fluorescent green, orange, hot pink, and turquoise. On the left side, a black woven tag peeks out from the waistband. His sneakers are high-top, multi-colored athletic shoes with thick soles designed for flash and function. The base is navy blue with layers of teal, magenta, and yellow stripes across the sides, topped off with bright red laces and color-blocked panels at the toe and heel.
Suit Properties: Spandex sound profile, emotive shutter lenses, standard Spider Arms.

Helffire Gala 2022 Suit

Origin: A high-tech suit worn by Peter to the X-Men's annual Hellfire Gala formal event.
Debut: X-Men: Hellfire Gala (2022) #1.
Unlocked: Free with the v1.002 update. There are no alternate Suit Styles.
Suit Description: The suit clings to Peter's frame in a smooth, jet-black material with a faint violet undertone that catches the light like lacquered obsidian. The surface shimmers subtly with a fine grid pattern, like a synthetic techwear weave beneath the outer gloss. This grid pattern crisscrosses the entire suit in thin, metallic lines, each intersection forming a tight square no larger than a thumbnail. The lines run straight and parallel, and where light strikes, the lines catch it in glints of silver and faint crimson, flickering like threads of circuitry beneath the

surface. The mask wraps seamlessly over his head with no visible seams or breaks. The eye lenses are long, narrow, and shaped into hard angles, glowing a deep, fiery red that pulses faintly with energy. Around the neck and jawline, the material thickens slightly, giving the impression of a raised collar or reinforced frame, more in line with formalwear. Across his chest, a bold, blood-red spider emblem rises in sharp, segmented armor-like ridges. Its legs slash outward and upward across his shoulders and down his torso, their ends glowing faintly as if lit from within. The emblem's central body forms a rigid plate over his sternum, embossed against the otherwise flexible suit. His arms are encased in the same polished black as the rest of the suit, but streaked with fine red lines that travel from shoulder to wrist like tracing wires. At his fingertips, the red brightens into a sharp glow, illuminating the edges of his fingers as though dipped in molten glass. His legs mirror this structure, long red lines racing along his thighs and shins before tapering into smooth, crimson-tinted soles.
Suit Properties: Spandex sound profile, emotive shutter lenses, standard Spider Arms.

Homemade Suit

Origin: Worn by an alternate Peter Parker, portrayed in live action by Tom Holland. This is Peter's first costume, used in his final battle against the Vulture in Spider-Man: Homecoming.
Debut: Captain America: Civil War (2016).
Unlocked: Available at Level 23. Costs 50 Tech Parts and 4 City Tokens. There are no alternate Suit Styles.
Suit Description: The suit is constructed entirely from casual, readily available clothing materials, with each piece chosen for function. His mask is made from a bright red stretch fabric pulled tightly over his head, with no visible seams or webbing. The eye lenses are oversized, circular, and a stark white, outlined in thick black rings that protrude slightly from the mask like modified goggles, attached with visible screws. Covering his torso is a sleeveless, zip-up red hoodie with a front zipper that runs from the waist up to the chin. The hoodie is made of cotton, slightly bulky and soft in texture. A black spider emblem is spray-painted onto the chest in a rough, imperfect silhouette, with paint faintly bleeding into the fabric. The hood is up, resting atop the mask, and the drawstrings hang loosely near the shoulders. Underneath, Peter wears a fitted long-sleeved shirt in a pale sky blue shade, made of athletic compression fabric that is smooth and slightly shiny.. The sleeves are tight along his arms, contrasting with the baggy cut of the hoodie. The cuffs tuck cleanly into a pair of red gloves, their fingertips cut away. The gloves are scuffed and uneven at the edges, fraying where the fabric has worn thin. His webshooters are strapped over the sleeves at the wrists. They are compact, rectangular devices with visible screws and a slight sheen on their surfaces, held in place by thick bands. On the underside, small circular nozzles peek out, protruding slightly beyond the wrist. He wears lightweight sweatpants in the same sky blue tone as the top. They're loose around the thighs and taper into snug red fabric shoes, blending directly with the pant legs. They form a continuous line

from knee to toe, with no visible sole or tread, just flat fabric wrapping his feet like socks, stretched smooth over the curve of his toes and heels.
Suit Properties: Textile sound profile, emotive shutter lenses, standard Spider Arms.

Hybrid Suit

Origin: Worn by an alternate Peter Parker, portrayed in live action by Tom Holland. This design is Peter's Upgraded Suit reinforced with nanites from the Iron Spider Suit, worn in the final battle at the Statue of Liberty.
Debut: Spider-Man: No Way Home (2021).
Unlocked: Available at Level 6. Costs 30 Tech Parts and 1 City Token. There are no alternate Suit Styles.
Suit Description: The mask and upper torso are coated in a vibrant, high-gloss red material with a subtle, hexagonal texturing that catches the light. Intricate black webbing lines are embossed directly into the fabric, tracing a symmetrical pattern across the mask, chest, and shoulders. The web lines are slightly raised and glossy, creating contrast against the red base. The eye lenses are a sharp white, encased in black trim that tapers to fine points near the bridge of the nose, giving the mask a constantly alert expression. A large gold spider clings to his chest, each leg extending like metal struts across the collarbones, down his sides, and around the back, mimicing the Iron Spider Suit's emblem. The gold is segmented, with subtle grooves along each limb that resemble armor plating, with small gold lines continuing from the spider's legs, tracing mechanical-looking channels along the blue torso sections. From the lower torso downward, the red fades into navy blue, matte and faintly textured with crisscrossing panel lines. The blue areas along the arms and legs are ribbed with fine vertical lines, interrupted only by sharper seams at the elbows, knees, and hips, where thicker padding reinforces the joints. The forearms bear red gauntlets that layer over the blue underneath, the borders tight and precise, like overlapping plates. His gloves end in navy blue fingers, and each knuckle bears a faint angular ridge. The boots continue the red from the thighs down, wrapping over the toes and heels with a smooth curve, while a narrow vertical line traces up the shin like a seam in molded armor.
Suit Properties: Spandex sound profile, emotive shutter lenses, standard Spider Arms.

Into the Spider-Verse Suit

Origin: Worn by an alternate Peter Parker, portrayed in animation by Chris Pine. This suit is worn by Peter Parker of Earth-42, who dies while protecting New York at the beginning of the film.
Debut: Spider-Man: Into the Spider-Verse (2018).
Unlocked: Free with the v1.003.000 update. There are no alternate Suit Styles.
Suit Description: The suit consists of two primary colors: a vibrant cherry red and a rich, saturated blue. The red sections include his mask, chest, shoulders, upper forearms, gloves, and

boots. These areas are covered in thick, black webbing patterns with a distinctly hand-drawn look, each line uneven and jagged in a way that mimics ink strokes on paper. The webbing radiates outward from the center of his face and chest. His mask features large, almond-shaped white eyes outlined in thick black borders. The lenses are smooth and untextured, reflecting no light—just blank white shapes that shift with subtle expression. The blue portions, wrapping his inner arms, torso, and legs, are shaded with a dense scatter of black halftone dots that cluster tightly around curves and corners, giving the fabric a printed, paper-like quality. Where his arm bends or his body turns, solid black shadows cut across the suit in sharp geometric planes, baked into the model rather than shifting with the environment. Centered on his chest is a large black spider emblem with long, jagged legs that spread across his torso. Unlike most other in-game suits, the emblem here appears as a flat overlay, its color pure and unshaded, reinforcing the suit's deliberately two-dimensional style. His gloves and boots share the same red tone, and both are clean and minimalist in design, with no visible seams or detail. The entire suit is matte and textureless, with no sign of stitching, mesh, or rubber. Even his boots have no treads, just red extensions of the same suit material, smooth and flat with comic-like shading around the ankles and toes.
Suit Properties: Spandex sound profile, emotive animated lenses, standard Spider Arms.
Unique Features: This suit alters Peter's build to fit the animated proportions of the Spider-Verse films, in addition to making him appear animated in a brightly-colored cell-shaded style, with a blend of flat colors, bold outlines, and artificial shadowing that gives it a layered, illustrated quality. His upper body is broad and angular, with square shoulders and a barrel chest that taper sharply down to a narrow waist. His arms are long and lean, with forearms that maintain a consistent width all the way to his gloved wrists, giving his silhouette a graphic, streamlined flow. His legs are especially elongated, making up more than half his height, and his hands are oversized, with long fingers and slightly blocky palms.

Into the Spider-Verse Noir Suit

Origin: Worn by an alternate Peter Parker, portrayed in animation by Nicholas Cage. This Peter Parker is a hard-boiled detective in 1930s New York.
Debut: Spider-Man: Into the Spider-Verse (2018).
Unlocked: Available at Level 22. Costs 50 Tech Parts and 4 City Tokens. There are no alternate Suit Styles.
Suit Description: The suit is a sharp, shadowy ensemble entirely rendered in shades of black, emphasizing a 1930s noir detective aesthetic. His mask is matte black, seamlessly covering his entire head and neck, with no visible seams. The most prominent feature is his stark white, expressive eye lenses, shaped in soft trapezoids with pointed corners and surrounded by a slight black outline. Perched on his head is a wide-brimmed fedora with the same textured pattern as his coat, angled forward just enough to obscure part of his lenses in shadow, giving him a brooding silhouette. His trench coat is long and dramatic, reaching mid-calf, made from a subtly

textured fabric with a dark charcoal check pattern that catches light in angular segments. The lapels are wide and sharply pointed, and the high collar flares outward, casting shadows over the sides of his neck and the lower part of his mask. His coat is buttoned at the waist, slightly cinched to accentuate his silhouette, and splits at the back for mobility. Beneath the coat, his bodysuit has a tight, tactical weave with a faint diamond texture, absorbing most light and blending seamlessly into the coat. His black gloves are sleek and smooth, tucking cleanly under his sleeves. His pants match the coat in tone and are form-fitting without restricting movement. They tuck into polished black combat boots with reinforced toes and soles, subtle stitching running along the edges, and a practical, low heel. The entire suit lacks any trace of color, texture shifts providing the only visual depth, making him appear as though pulled straight from a black-and-white film reel.
Suit Properties: Textile sound profile, emotive animated lenses, unique Spider Arms.
Unique Features: This suit alters Peter's build to fit the animated proportions of the Spider-Verse films, in addition to making him appear animated entirely in a black/white style. His frame is lean but angular, with sharp shoulders and long limbs exaggerated slightly in classic animated style. The trench coat exaggerates the width of his upper body, flaring at the hem to give him a dramatic, triangular silhouette. The suit's trenchcoat dynamically flows, drapes, and shifts with Spider-Man's movements. The Spider Arms are colored in the same grayscale black/white pallet as the rest of the suit. Each arm is jet black and bends at sharp, jointed angles, the segments connected by round hinges that glint faintly when light skims their edges. Their surfaces share the same crosshatched texture as the trench coat and mask, maintaining the consistent monochrome aesthetic of the suit. The arms taper as they stretch outward, each one ending in a narrow, clawlike tip with beveled edges and clean, jagged points. Along the shafts, ridged panel lines run between joints, giving the metal a structured, armor-like appearance.

Iron Spider Suit

Origin: Worn by an alternate Peter Parker, portrayed in live action by Tom Holland. This suit is upgraded with StarkTech nanites, and was worn by Peter in the fight against Thanos.
Debut: Avengers: Infinity War (2018).
Unlocked: Available at Level 54. Costs 110 Tech Parts and 3 Rare Tech Parts. There are no alternate Suit Styles.
Suit Description: The bodysuit is primarily composed of a deep navy-blue weave with a metallic sheen, segmented into sleek, armored panels that contour to Peter's physique. These dark panels run down the sides of his torso, inner arms, and legs, with subtle ridges and grooves for flexibility without sacrificing protection. The texture resembles a hybrid of synthetic mesh and lightweight armor plating, engineered for enhanced mobility and durability. His mask is vivid red with a high-gloss finish. Around the eyes, silver rims frame bright white lenses that glow with a soft blue inner light. Subtle golden arcs radiate from the lenses across the forehead, forming shallow grooves that guide the eye toward the center of the face. Covering his chest, shoulders,

arms, and boots is a rich, candy-apple red armor with a reflective, almost chrome-like finish. These red sections are hard and angular, fitting over the darker blue base like an exoskeleton. The chest piece is especially prominent, thick and contoured to give Peter a more muscular silhouette, and reinforced at the collarbone and shoulder joints. The arms follow a similar design, with red armor tapering at the wrists and ending in segmented red gauntlets that feature glowing gold tech lines along the forearms. His fingers are fully covered in segmented red armor, but each joint articulated to bend cleanly. A striking golden spider emblem dominates the front of the suit. The legs of the spider stretch across Peter's chest and over the tops of his shoulders, then wrap around his ribcage and down toward his lower abdomen. This emblem is crafted in metallic gold with illuminated segments. These golden elements are echoed in the trim along his biceps, thighs, and calves, where thin bands of light pulse faintly. The boots continue the red and gold color scheme, with reinforced toes and soles built for high-impact landings. They rise to just below the knee, where they meet more navy-blue armored plating, and include slight angular ridges that match the rest of the suit's layered look. Faint gold tracings arc around the calves and knees like circuitry etched into the surface.
Suit Properties: Spandex sound profile, emotive shutter lenses, unique Spider Arms.
Unique Features: The suit's Spider Arms are long and jointed, segmented like an arachnid's legs. They are crafted in a glossy red finish, matching the crimson armor on his chest and limbs, with gold struts running down their length in thin, rigid lines. At each pivot point, the plating splits cleanly, revealing narrow gaps between the red shells where tiny silver bolts and joint mechanisms flex and rotate. The underside of each arm shows subtle ribbing and recessed sections, hinting at the arms' internal hydraulics and power lines. The arms taper into razor-sharp tips, each ending in a three-sided claw shaped like a spearhead. The gold edges glint at the ends, flaring wider at the joints and narrowing to bladed points.

Iron Spider Armor Suit

Origin: This suit was a gift by Tony Stark during the Civil War crossover event, combining a Spider-Man costume with the aesthetic and technological advancements of Iron Man's armor..
Debut: Amazing Spider-Man #529 (2006).
Unlocked: Available at Level 29. Costs 60 Tech Parts and 2 Rare Tech Parts. Alternate Suit styles cost 35 Tech Parts.
Suit Description: The suit is constructed from rigid metallic plates finished in a mirror-like red enamel that reflects surrounding light in crisp highlights. A smooth black fabric appears only at the inner elbows, under the arms, at the groin, and behind the knees where full articulation is required. The mask shows a seamless red dome with a subtle raised brow ridge that flows into two elongated eye lenses. These lenses are glossy gold with a faint inner glow and are framed by a thin recessed border that blends into the rest of the faceplate. A solid gold collar circles the base of the neck and immediately broadens into an ornate gold spider emblem across the chest. The emblem's abdomen forms a slightly convex hexagonal plate that sits at the exact center of

the sternum and emits a soft internal light. Four thick gold legs flow out and downward from this central plate, hugging the contour of the ribs before tapering into narrower bands that reach the waist. Four matching legs rise over the shoulders, curve across the trapezius muscles, and continue down the upper arms where they split into two thinner bands that bracket the biceps and forearms. Gold armor caps both shoulders as smooth rounded pauldrons, while segmented gold bracers wrap each forearm and transition into fully gold gloves whose fingers end in pointed tips resembling talons. On the lower torso the red plating resumes, but gold edging traces every seam, especially along the oblique lines that frame the abdomen. At the hips, a gold lattice outlines the joint and extends into broad panels on the outer thighs. These panels taper sharply at mid thigh where red takes over the front and back surfaces. Gold knee guards sit flush against the joint and connect to gold shin plates that cover the anterior of the lower legs. Each boot is entirely gold with a ridged instep and reinforced toe, matching the gloves in reflective brilliance.
Suit Properties: Armor sound profile, emotive shutter lenses, unique Spider Arms.
Unique Features: The mechanical Spider Arms are forged entirely from a polished gold alloy that mirrors the sheen of the chest emblem. Each limb originates at a stout circular hub on the upper back; the hub resembles stacked drums with inset rings and recessed bolts, and a short telescoping piston emerges from its centre before transitioning into the main arm. The main arm has a shallow triangular profile: the outer face is smooth and glossy, while the inner face is carved with closely spaced diagonal ribs that run its full length, forming a recessed channel that looks like an armored spine. Successive arm segments link through round swivel joints whose circular housings are flanked by slender coil-like shock absorbers that compress and expand when the limb bends. The final section narrows into a flattened arrowhead tip with a slim vented slot on the underside, giving the impression of a claw without adding extra prongs. No secondary colours, lights, or visible cables interrupt the uniform gold finish, so the arms read as seamless mechanical extensions of the suit rather than separate equipment.
• Style 2: The rigid armor plating changes to glossy white and covers the mask, torso, outer arms, hips, thighs, shins, and boots. The flexible fabric at the inner elbows, underarms, groin, and behind the knees is also white, creating a continuous single color wherever metal segments do not overlap. All gold elements from the default style remain, including the large spider emblem across the chest and shoulders, the elongated eye lenses, the slim accent bands that trace the arms and legs, and the trim on the gloves and boots.
• Style 3: Deep cobalt blue replaces the red of the base armor, coating the mask, torso plates, outer arms, and most of the legs in a glossy enamel sheen. The spider emblem and all accent plates retain their polished gold finish, creating a sharp contrast against the blue. Black fabric appears only at the joints and inner limbs, offering a narrow third color that emphasizes the segmented construction. The eye lenses stay gold, echoing the emblem and keeping the head consistent with the rest of the plating.
• Style 4: Resembles the Prowler’s Black Iron Spider Armor. The suit adopts an overall charcoal black for every major plate, covering the mask, torso, arms, and legs with a low-gloss finish that diffuses reflections. A full gold spider emblem still dominates the chest and extends onto the

shoulders, and smaller gold pieces highlight the wrists, shins, and the rims of the eye lenses. The underlying stretch fabric blends into the black armor, leaving almost no tonal break at the joints. A faint digital blue grid effect flickers across the surface when viewed from certain angles, but it does not alter the fundamental black and gold palette.

Kumo Suit

Origin: Insomniac original, inspired by traditional ninja garb. Kumo means “spider” in Japanese.
Debut: Marvel’s Spider-Man 2 (2023).
Unlocked: Available at Level 5. Costs 30 Tech Parts and 1 Rare Tech Part. Alternate Suit Styles cost 10 Tech Parts and 1 City Token.
Suit Description: A soft off-white cloth hood wraps around Peter’s head and ties into a small knot at the back. Its loose edge drapes over the upper face so only the red mask remains visible. The mask displays two elongated white oval eye panels, each ringed in black and marked by four small black circles. The hood resembles a traditional shinobi zukin used by Japanese ninjas for concealment. Covering the torso is a sleeveless slate blue wrap shirt made of lightweight fabric printed with irregular light blue vertical stripes. The shirt crosses left over right like a Japanese uwagi and is anchored by a wide black strap that runs from the left shoulder to the right hip. Both arms remain bare except for red web patterned fabric sleeves beneath. Each wrist carries a broad royal blue fabric cuff bound with narrow tan cords. A small orange patch sits on the back of the left red glove. A wide light grey sash patterned with dense navy squares is knotted firmly at the left hip in the manner of an obi. The sash drapes over loose deep black trousers that narrow toward the ankles, recalling the tapered shape of ninja hakama. From ankle to knee, tan cords criss cross tightly over the shins, holding the pant legs close to the body. Light grey sock-styled footwear with low soles resembles jika tabi, the split toe boots favored for silent steps.
Suit Properties: Textile sound profile, emotive shutter lenses, unique Spider Arms.
Unique Features: The four elongated mechanical Spider Arms extend from a compact metal harness fixed between the shoulder blades. Each arm consists of a chain of trapezoid shaped segments forged from matte gunmetal gray steel that taper gradually toward the tip. Recessed seams line the outer edges of the plating and faint red lights glow at every joint, revealing slim power conduits beneath the armor. The segments connect through circular graphite colored joints capped by dark bolts, and thin tension cables are visible in the narrow gaps between plates. At the end of each limb a double pronged claw forms, its angular inner blades and blunt outer ridges creating a grasping tip that recalls a spider fang. Fine surface scratches and a light oil sheen on the metal add an industrial character that contrasts with the fabric parts of the Kumo Suit.
• Style 2: The soft off white hood becomes charcoal black, matching a darker sash that knots at the left hip. The sleeveless wrap shirt shifts to vivid crimson, while Peter’s red web patterned arms brighten a shade so they remain distinct from the sash and strap. The trousers stay deep charcoal, and tan cords still lattice the shins and wrists, with the small orange patch on the left glove acting as a second highlight color.

• Style 3: A snow white hood now frames the mask, contrasting sharply with cobalt blue arms and a matching wrap shirt. The crossed chest strap keeps its muted graphite tone, while a pale tan sash patterned with sandy squares ties at the hip and drapes over the deep charcoal trousers. Forest green cords spiral up the shins and wrap the wrists, introducing a second accent color alongside the orange glove patch. The result is a cool blue and bone-tan scheme broken only by those warm highlights.
• Style 4: The palette turns monochrome, with the hood, sash, and diamond patterned wrap rendered in bright white cloth that shows subtle grey folds. The mask, arms, and crossed strap become charcoal black, their web lines and diamond emblem picked out in pale grey. The trousers remain deep charcoal, and the tan cords plus the orange glove patch stand as the only touches of warmth in an otherwise strict black and white ensemble.

Last Hunt Suit

Origin: Insomniac original, inspired by Kraven the Hunter. The name of the suit references the Spider-Man: Kraven's Last Hunt comic, in which Kraven shoots Peter before burying him alive. This suit is identical to Miles' Most Dangerous Game Suit.
Debut: Marvel's Spider-Man 2 (2023).
Unlocked: Complete all Hunter Bases. Alternate Suit Styles cost 20 Tech Parts and 2 City Tokens.
Suit Description: A close fitted bodysuit made from panels of rich brown matte leather covers the entire torso, arms, and legs in overlapping strips held by small square silver rivets, with narrow raised seams that echo spider web lines. A broad collar of thick shaggy fur in pale beige, threaded with hints of cream and straw hues, wraps the shoulders and drapes over the upper chest and back. The smooth rounded helmet combines a brown leather crown and jaw plate with a deep midnight blue polycarbonate visor section that carries a faint honeycomb pattern; slim angular frames in golden tan border the eye lenses, and subtle etched web lines trace across the blue shell. Each upper arm bears an angular golden tan shoulder plate resting on a black fabric under sleeve, while the outer biceps and forearms show rectangular brown armor plates whose edges appear slightly weathered. Just below the elbow, ribbed golden tan bracers circle the forearms, capped by a short flare of the same beige fur, and twin polished steel clasps fasten the bracers tight. Full finger gloves in matching brown leather feature reinforced knuckle ridges and brushed steel web shooter housings strapped across the wrists. Around the hips, the segmented brown leather continues with a beveled belt line, and diagonal golden tan stripes accent the top edges of each thigh plate; recessed black stretch fabric fills the gaps between the thigh panels. The knees are protected by angular golden tan caps with triple slit vents that flow into shin guards formed by tall flat golden tan panels along the outer shins. Black suede like combat boots rise to just below the knee, their heavy tread soles built for grip, and thick tan stitching traces simplified web lines along the boot shafts while a plume of pale beige fur spills from the rear calf seam halfway down each boot.

Suit Properties: Gear sound profile, emotive shutter lenses, standard Spider Arms.
• Style 2: The bodysuit shifts to olive green matte leather, retaining segmented panels and silver rivets. The pale beige shaggy fur collar and matching calf flares remain unchanged. The helmet presents a deep moss green visor shell paired with an olive leather crown, while the eye frames adopt a muted brass tone. The shoulder plates, ribbed bracers, thigh stripes, knee caps, and shin guards are khaki tan, contrasting with black fabric in the under sleeves and thigh insets. The gloves match the olive leather of the suit, the silver web shooters are still mounted at the wrists, and the black suede like combat boots keep tan web line stitching.
• Style 3: The suit turns a bold cobalt blue across its matte leather body panels, offset by the same pale beige fur collar and calf flares. A midnight blue visor shell overlays a cobalt leather crown, with steel gray frames around the eye lenses. The armor accents—including shoulder plates, bracers, thigh stripes, knee caps, and shin guards—shift to slate blue, while black fabric continues in the under sleeves and thigh gaps. The gloves follow the cobalt leather, the web shooters stay silver, and the black suede like boots now feature slate blue web line stitching.
• Style 4: The palette moves to snow white matte leather with a faint wash of ice blue along the suit's raised seams. The shaggy fur collar and calf flares keep their pale beige tone. A frost white helmet visor blends into a silver gray honeycomb shell, and the eye frames pick up a clear ice blue. Light gray replaces earlier tans on the shoulder plates, ribbed bracers, thigh stripes, knee caps, and shin guards, while cool gray fabric fills the under sleeve and thigh sections. Gloves are finished in white leather with silver web shooters, and white suede like knee high boots carry light gray web line stitching.

Last Stand Suit

Origin: This suit was worn by Peter Parker of Earth-312500, who became a fugitive anti-hero after killing Kraven the Hunter. Expelled from the Avengers and losing his friends and family, Peter took a tougher stance on crime, killing more foes like Doctor Octopus. As an old man, Peter took his final stand against the N.Y.P.D., dying from a gunshot sustained during the encounter.
Debut: Amazing Spider-Man Vol. 2 #58 (2003).
Unlocked: Free with the v1.003.000 update. The Alternate Suit Styles are also unlocked for free.
Suit Description: Peter wears a vibrant red leather jacket with a semi-gloss finish that reflects light subtly across its contoured surface. The jacket is thick and durable, molded to his form with visible panel seams and raised padding along the outer arms, shoulders, and sides. Matte gray synthetic fabric runs down the inner arms and side torso panels, creating contrast with the glossy red leather. A large white spider emblem, heat-sealed onto the front, spreads sharply across the chest with long angular legs reaching the shoulders and abdomen. The jacket is zipped up to a tall, structured collar that stands rigid around the neck. His mask is made of the same red leather as the jacket, with tight paneling and a faint grain texture but no webbing pattern. The white eye lenses are sharply defined with black frames, appearing slightly reflective and made from a

smooth composite material. His gloves match the red leather of the jacket and are tightly fitted with fine stitch lines at the knuckles and wrists. His pants are made of jet black denim with a flat, non-reflective surface, clinging close to the legs with no shine. His boots are made of the same red leather as the jacket, rising just above the ankle, with thick black soles and visible stitching circling the toe and heel.
Suit Properties: Leather sound profile, emotive shutter lenses, standard Spider Arms.
• Style 2: Resembles Peter's Advanced Suit. The red leather jacket now features rich blue fabric in place of the gray underarm and side panels, adding deeper contrast. The pants shift from black to matching deep blue with the same tight fit and matte finish. The gloves, boots, and mask remain the same vivid red leather, and the white spider emblem is unchanged.
• Style 3: Resembles Peter's Classic Black Suit. The red leather jacket becomes black, still glossy and structured, while the white spider emblem stands out starkly against the darker material. The gray underarm and side panels remain but blend more subtly with the black. The gloves and boots are also black leather, matching the jacket. The pants keep their matte black finish, blending more seamlessly into the suit. The mask is now black leather with the same white, black-framed eye lenses.
• Style 4: Resembles Arachno-Man. The jacket is now a glossy yellow leather, with deep green fabric replacing the side and underarm panels. The spider emblem turns black, contrasting sharply against the yellow chest. The mask matches the yellow leather of the jacket, while the eye lenses retain the white center and black outline. His gloves and boots follow the same yellow leather design, and the pants are a muted green, similar in shade to the jacket's side panels but with a slightly more matte texture.

Life Story Suit

Origin: In Spider-Man: Life Story, the events of the Spider-Man canon occur in real time along with Peter's life (i.e. his teens take place in the '60s,his twenties in the '70s, etc). This spacesuit was worn in the climax of Life Story, where an elderly Peter and Miles travel to Tony Stark's space station to stop Doctor Doom's takeover of Earth.
Debut: Spider-Man: Life Story #6 (2019).
Unlocked: Complete all EMF Experiments. Alternate Suit Styles cost 15 Tech Parts and 1 City Token.
Suit Description: A full-body flight suit alternates deep crimson red and navy blue fabric panels with gunmetal-armor accents. A quilted crimson strip, stitched into a neat grid of rounded rectangles, runs straight down the center front from the throat to just above each instep. Either side of this strip is edged by a finger-width band of brushed gunmetal piping that travels uninterrupted over the torso, across the groin, and down the inner thighs before tapering at the ankles. The flanking torso, inner arm, and outer-leg panels are matte navy blue with light creasing at the elbow and behind the knee where the cloth flexes. Slim crimson plates lie over each shoulder, creating a continuous red line that connects the chest panel to matching crimson

inlays on the inner thighs. A raised silver spider emblem sits on the upper left chest, its eight legs lying flush against the suit. The head is enclosed in a hard, gunmetal helmet, defined by a shallow central ridge that runs front to back. Its faceplate mirrors the suit's crimson grid pattern, overlaid with thin black web lines. Two convex almond-shaped eye lenses, frosted white with faint hexagonal texturing, are set inside raised silver rims. A charcoal border outlines the lenses and dips into a narrow V that meets a silver chin guard. Circular silver ear covers are recessed into either side of the helmet, each ringed by a darker charcoal band. Navy sleeves are broken only by a slim outer-bicep stripe of crimson that links the shoulder plate to the gauntlet. Each forearm is shielded by four overlapping gunmetal plates with beveled edges and recessed rivets; beneath them, a fitted black leather glove extends to the fingertips. A wide silver utility belt with rectangular compartments encircles the waist. Two black equipment pouches with silver snap-lids sit at the hips, and a beveled silver buckle anchors the belt at center front. The knees are protected by low-profile black pads attached to the boot tops. His mid-calf boots are matte black with integrated armor: three stacked gunmetal plates guard each shin and instep, while an additional silver cap reinforces each toe. Fine tread lines are visible along the outer sole edges.
Suit Properties: Textile sound profile, emotive shutter lenses, standard Spider Arms.

- Style 2: White sleeves, torso sides, and outer legs contrast with a charcoal-black quilted center strip outlined by thin crimson piping, the helmet pairs a charcoal-black grid faceplate with a gunmetal-silver dome, and brushed-silver gauntlets, belt segments, knee guards, and boot plates complete the palette.
- Style 3: Resembles the Web-Man suit. Crimson-red sleeves, torso sides, and outer legs frame a navy blue quilted center strip traced by slim silver piping, the helmet matches a navy blue grid faceplate to a gunmetal-silver dome, and gunmetal gauntlets, belt segments, knee guards, and boot plates provide the metallic accents.
- Style 4: Vivid orange covers the sleeves, torso, and legs, broken only by narrow white seam piping, the helmet features an aqua-tinted transparent dome over an orange faceplate webbed in midnight-blue, and pale-silver gauntlets, belt segments, knee guards, and boot plates finish the suit's coloration.

Motorchic Suit

Origin: Insomniac original, designed by KidSuper and Rina Sawayama. It combines Peter's Classic Suit with a motorbike aesthetic.
Debut: Marvel's Spider-Man 2 (2023).
Unlocked: Free with the v1.003.000 update. The Alternate Suit Styles are also unlocked for free.
Suit Description: A vivid orange leather mask envelopes Peter's entire head, its surface divided by precise black web lines that radiate outward from the bridge of the nose and wrap across the crown and along the jaw. Large white eye lenses sit in the mask, each bordered by a thick black outline that tapers into sharp inner points and curves into smooth outer edges, creating a clean almond shaped silhouette for both eyes. Matching orange leather gloves reach just past the

wrists; their backs display the same fine black web pattern while the palms remain smooth for grip. Covering the torso is a fitted black leather biker jacket with a soft sheen and a fine pebble grain texture. A polished silver metal zipper climbs vertically just to the right of center from the low standing collar to the belt line. Two narrower silver zippers lie horizontally high on the chest. Narrow orange leather piping traces every structural seam of the jacket, edging the collar, sweeping over the shoulders, lining the armholes, and running straight down the sleeves to silver buckle straps that secure the cuffs. Additional orange lines cross the front and back in clean geometric angles that echo the classic spider web pattern. A wide silver belt circles the waist. Its surface is packed with two orderly rows of rectangular metal studs that catch ambient light. At the center of the belt a sculpted silver spider emblem serves as the buckle, its rounded abdomen raised while eight sleek legs spread outward across the studded field. Sleek black leather trousers cling to the legs and mirror the jacket's orange piping. Lines bend around the hips, angle sharply down the thighs, outline the knees, and stretch in long straight segments along the shins before tapering at the ankles. The trousers tuck neatly into low black leather ankle boots. Matte leather toes and heel cups contrast with the midsections and cuffs, which are coated in a stark white grid that forms a uniform web pattern bordered in black. Small silver rivets punctuate the top edge of each boot where a narrow strap fastens, echoing the metallic accents above and unifying the look from head to toe.
Suit Properties: Spandex sound profile, emotive shutter lenses, standard Spider Arms.
• Style 2: Resembles Peter's Classic Suit. The mask and gloves gleam in rich red leather traced by black webs and fitted with white lenses. The biker jacket's body changes to royal blue while its sleeves remain crimson, and narrow navy piping outlines every panel across the jacket and trousers. The trousers are now royal blue, and low crimson boots echo the mask as the white grid overlay still wraps their cuffs. The studded silver belt with its sculpted spider buckle is unchanged.
• Style 3: Resembles Peter's Black Suit. Style 3: Everything shifts to black leather. A bright white web pattern replaces the orange piping and stands out on the mask, jacket, trousers, gloves, and boots. The eye lenses are still white, outlined in thin black. The silver belt and spider buckle stay the only touch of metal, and the boots keep the white grid at their cuffs.
• Style 4: The jacket and trousers switch to warm camel tan leather, traced by thin electric aqua piping. The mask turns navy blue with matching aqua webs, and the gloves pick up the same aqua tone. Steel blue boots replace black, but the white grid on their cuffs remains. The silver studded belt and spider buckle are unchanged.

New Blue Suit

Origin: During the Secret Empire crossover event, this suit was worn by Peter when he formed the new Fantastic Four with Wolverine and both Franklin and Valeria Richards.
Debut: Fantastic Four, Vol 6 #21 (2020).

Unlocked: Available at Level 38. Costs 80 Tech Parts and 2 Rare Tech Parts. Alternate Suit Styles cost 50 Tech Parts and 2 Rare Tech Parts.
Suit Description: The suit covers Peter from head to toe in two crisp colors, vivid azure blue and deep black. A smooth azure mask encases his entire head, free of visible seams, with large white eye lenses that slant upward at the outer corners and are bordered in black. The same azure fabric forms rounded shoulder caps, then flows down the outer halves of his arms into sleek gloves that begin just below each elbow and wrap every finger in blue. Starting at the right collarbone an azure band slants diagonally across his chest, widens over the left ribs, and merges into a broad belt like ring that circles his waist. Set high on this diagonal sash near the right pectoral is a white circular emblem about the width of a playing card, carrying a tight black spider emblem at its center. All remaining sections are jet black panels built from a flexible polymer that shows a faint hexagonal rib pattern whenever light catches it. These black zones fill the inner arms, the central torso, and the entire length of the thighs and calves, shaping precisely around each muscle group. Narrow stitch lines run along the edges of the hex pattern, tracing gentle angles over the obliques and down the legs where they split into triangular insets at the knees. Just below mid-shin height the azure surface returns, forming snug boot covers that extend to the toes and mirror the gloves in color and sheen. Where blue meets black every boundary is a clean curve with no visible fasteners, emphasizing the sharp color contrast while keeping the overall surface uninterrupted.
Suit Properties: Spandex sound profile, emotive shutter lenses, standard Spider Arms.
• Style 2: Resembles Peter's Classic Suit. The mask, shoulder caps, outer arms, gloves, waist ring, and boots are vivid crimson red while the torso core, inner arms, thighs, and calves are cobalt blue. Thin midnight blue seam lines outline every panel and the circular chest emblem remains white with a black spider.
• Style 3: Resembles the Fantastic Four uniforms from Amazing Fantasy #1000, in which an alternatePeter is a full member. The mask, shoulder caps, upper chest, gloves, belt band, and boots are matte black. The side torso panels, outer biceps, and the entire lower body are deep navy blue textured with faint hexagonal ribs, and every major seam is traced in glowing azure blue piping that adds a bright accent against the dark base. The chest emblem is unchanged, white with a black spider.
• Style 4: Resembles Peter's Future Foundation suit. The mask, upper chest, gloves, and boots are matte black while the sleeves, abdomen, thighs, and calves shift to clean white. Vibrant cyan blue piping traces all seams and highlights edge details around the shoulders, elbows, waist, knees, and ankles. The circular chest emblem stays white with a black spider.

New Red & Blue Suit

Origin: Worn by an alternate Peter Parker, portrayed in live action by Tom Holland. Inspired by the suits worn by the alternate versions of himself he met, Peter wears this suit in the final scene of Spider-Man: No Way Home, as he swings through a snowy New York City.

Debut: Spider-Man: No Way Home (2021).
Unlocked: Available at Level 58. Costs 115 Tech Parts and 3 Rare Tech Parts. There are no alternate Suit Styles.
Suit Description: The red portions of the suit, covering the shoulders, outer arms, upper chest, gloves, and boots, are a brilliant crimson that radiates under light, looking almost as if the surface were coated in a layer of high-gloss enamel. This red material is completely smooth, devoid of raised webbing lines, and instead reflects a holographic shimmer that makes Peter's movements pop in dynamic lighting. The mask is form-fitting, continuing the crimson red from the rest of the upper body. The eyes are large and expressive, set into the mask with smooth black borders that trace the almond-shaped lenses. The lenses themselves are bright white with a faint reflective quality, appearing opaque but glass-like. Across the chest, a black spider emblem anchors the suit. Its legs are long and razor-thin, fanning out from a tight, angular abdomen that sits squarely in the center of his chest. The top four legs sweep upward along the pectorals and curve slightly toward the shoulders, while the bottom four stretch downward in clean lines toward the ribs and midsection, partially overlapping with the blue portions of the suit. This emblem is glossy and slightly raised, standing out starkly against the red background. The blue sections of the suit are equally vivid, rendered in a saturated electric-blue that glows with a metallic sheen. These blue areas cover the sides of Peter's torso, running under the arms and along the inner arms and hips, before wrapping around the thighs and lower legs. Up close, the fabric is patterned in a tight hexagonal mesh, its fine texture shimmering like layered scales when light skims across it. The blue and red sections meet in clean, sculpted lines—no seams, no visible fastenings, just a fluid transition of color and material. The boots, though made of the same red material as the gloves and chest, are subtly contoured to show muscle definition and joint flexibility, ensuring they match the tailored, skin-tight precision of the entire outfit.
Suit Properties: Spandex sound profile, emotive shutter lenses, standard Spider Arms.

Saving Lives Suit

Origin: Insomniac original, inspired by Yuri Watanabe's Wraith costume.
Debut: Marvel's Spider-Man 2 (2023).
Unlocked: Complete all "The Flame" side missions. Alternate Suit Styles cost 45 Tech Parts and 2 City Tokens.
Suit Description: A two tone cowl is split straight down the center line so the wearer's left half is deep black and the right half is medium violet purple. Each elongated white eye lens sits within a smooth metallic gold frame that widens into a single gold stripe running over the brow down the nose and under the chin. The main bodysuit shows matte black fabric along the inner arms, flanks, and inseams while smooth gunmetal gray armor plates shield the chest, abdomen, and rounded shoulder caps. Violet purple external plates wrap the outer chest, biceps, forearms, hips, and outer thighs and every purple plate is edged by a narrow channel of metallic gold. A gold spider emblem begins with a small diamond shaped head at the top center of the sternum,

extends into broad chevron legs that angle across the pectorals, and finishes as two long tapered limbs that sweep under each arm before converging above the belt. Solid gold rings encircle each upper arm just below the shoulder armor. The forearms are fitted with segmented violet purple gauntlets that display six horizontal ridges, a rectangular gold clasp on the outer wrist, and individual gold panels across the knuckles. The purple glove backs contrast with black palms and the narrow finger joints are gray. Matte black fabric covers the inner thighs and seat while large pentagonal purple thigh plates bordered in gold narrow into a slim gold stripe that descends to ribbed black knee pads topped by small purple guards. Gunmetal gray shin guards with recessed channel lines protect the front of each calf. The boots appear as a continuation of the suit with black uppers and a continuous line of gold piping that follows the front seam from ankle to toe before circling the outsole; the tread itself is made of dark gray rubber.
Suit Properties: Leather sound profile, emotive shutter lenses, standard Spider Arms.
• Style 2: The cowl, torso fabric, arms, and legs are matte white, forming a bright field. Gunmetal gray armor plates cover the chest, abdomen, shoulders, outer forearms, outer thighs, and shins, creating strong contrast. Metallic gold frames the white eye lenses, runs as a single stripe over the brow, down the nose, and under the chin, and outlines every armor edge. The gold spider emblem spans the chest, its long legs sweeping under the arms before converging above the belt. Solid gold rings encircle the upper arms, and gold clasps, knuckle panels, piping along the boots, and trim at the belt remain the only accent color against the white and gray.
• Style 3: Rich crimson red fabric replaces every previously colored area, covering the cowl, inner and outer arms, torso, hips, and lower legs. Gunmetal gray armor still shields the chest, abdomen, shoulders, outer forearms, outer thighs, and shins. Metallic gold keeps its places around the eye lenses, along the central mask stripe, across the spider emblem, around each armor panel, on the arm rings, on the gauntlet clasps, on the knuckle guards, and along the continuous boot piping, so gold highlights the meeting points between the red fabric and gray armor.
• Style 4: Deep emerald green fabric coats the entire cowl, both arms, torso, hips, and legs. Gunmetal gray armor remains on the chest, abdomen, shoulders, outer forearms, outer thighs, and shins. Metallic gold retains every previous detail, including the lens frames, the central facial stripe, the spider emblem's head, chest chevrons, and tapered legs, the narrow piping that borders each armor edge, the solid bands around the upper arms, the rectangular gauntlet clasps, the individual knuckle guards, and the line of piping that runs from ankle to toe before circling each outsole. Gold is the lone highlight color against the emerald green and gunmetal gray.

Scarlet Spider Suit

Origin: This suit was worn by Ben Reilly, a clone of Peter Parker that was created by the Jackal during the 90s Clone Saga storyline.
Debut: Web of Spider-Man #118.

Unlocked: Available at Level 14. Costs 40 Tech Parts and 2 City Tokens. Alternate Suit Styles cost 15 Tech Parts.
Suit Description: Peter's body is wrapped in a vivid, blood-red fabric that clings tightly to his frame, outlining every muscle from his shoulders to his calves. His mask, made of the same red material as the bodysuit, is smooth and unbroken save for the white eye lenses—sharp and triangular, slanting downward at the inner corners and trimmed in solid black. The lenses reflect a soft glare, like polished glass. Over the suit, he wears a sleeveless hoodie in a medium denim blue, its woven texture visibly thicker and rougher than the bodysuit underneath. The hem of the hoodie ends just below his belt, slightly bunched where the fabric rests against the gear at his waist. A jagged black spider symbol is splattered diagonally across the chest with spray paint, the edges uneven, some of the paint feathering at the edges into the fabric weave. The hood hangs at his back, with no visible drawstrings. His gloves are seamless with the bodysuit, with reinforced stitching visible at the fingers. His webshooters are thick metallic bands that circle both wrists, made up of blocky, angular segments in matte silver, with deep black grooves dividing each section. Matching bands wrap around his ankles, clasped tightly above smooth red boots molded directly from the suit, their soles subtly defined by a thin ridge just above the ground. A silver belt wraps around his waist, built from squared, metallic compartments with a round central buckle that protrudes slightly forward. Small pouches and narrow cylinders are fixed along the belt's circumference, each piece rendered in the same dull silver finish with riveted edges and faint scratches.
Suit Properties: Leather sound profile, emotive shutter lenses, standard Spider Arms.
• Style 2: Resembles the Jackal. The bodysuit is matte black with the sleeveless hoodie in a deep brick red, contrasting sharply with the black underneath. The mask is entirely black with white eye lenses outlined in dark gray. The wristbands, belt, and ankle bands are metallic gold, with darker accents at the seams and edges.
• Style 3: Resembles Ben Reilly's Chasm suit. The bodysuit is a rich, saturated purple, the hoodie is black, and the large spider emblem on the chest is a polished silver. The mask is purple with reflective green eye lenses. The gloves, boots, and suit piping feature accents in glowing green. The metallic wristbands, belt, and ankle bands are silver with glowing green highlights.
• Style 4: Resembles Ben Reilly's Sensational Spider-Man suit. The bodysuit is a medium sky blue with webbing subtly raised in the same shade. The hoodie is bright red with a black spider emblem sprayed across the chest. The mask is the same sky blue with white lenses bordered faintly in blue. The belt, wristbands, and ankle bands are metallic red, matching the hoodie, with darker details for depth.

Scarlet Spider III Suit

Origin: This suit was created by a cosplayer and stolen by Ben Reilly, briefly worn until he ditched it for his original Scarlet Spider suit.
Debut: Ben Reilly: Scarlet Spider #1 (2017).

Unlocked: Available after completing the Surface Tension mission. Costs 20 Tech Parts and 1 City Token. Alternate Suit Styles cost 15 Tech Parts and 1 City Token.
Suit Description: The suit fits Peter like a second skin, its main body a rich crimson fabric that stretches unbroken from the collar to the soles of the boots. Fine raised seams in a deeper red outline the pectorals, travel down the flanks, and trace the inner thighs and calves, adding subtle structure to the otherwise smooth surface. A deep cobalt blue hood attaches directly to the collar, the front edge drooping forward enough to cloak the mask so the white eye lenses disappear into shadow. The blue continues over rounded shoulder guards made of lightly glossy synthetic material, then flows in a solid band along the outside of each arm until it narrows into three claw like prongs that rest atop the back of each red glove. A slender blue strip runs straight down the spine, mirrored on the front by a matching line that widens across the abdomen into a vest shaped panel. Centered on this blue field sits a raised red spider symbol whose legs splay outward across the ribs and upper stomach in crisp relief. A sturdy silver gray belt made of segmented metal boxes encircles the waist and secures with a circular buckle whose recessed center ring is painted red. The hips and thighs return to uninterrupted crimson, but each knee features a recessed triangular section framed in cobalt blue that forms a sharp arrow shape pointing downward. Seamless red boots complete the ensemble, their smooth soles and streamlined uppers free of additional armor, tread, or contrasting trim.
Suit Properties: Spandex sound profile, emotive shutter lenses, standard Spider Arms.
• Style 2: Resembles Kaine Parker's Scarlet Spider II suit. The hood, shoulder armor, and outer arms switch to vivid crimson, and the chest panel beneath the emblem adopts the same red. All fabric that was red in Style 1 deepens to solid black across the torso, legs, and gloves. The raised spider emblem takes on the black tone and the segmented silver gray belt stays unchanged.
• Style 3: Every area that was blue shifts to a warm golden yellow, covering the hood, shoulders, and front torso panel. The sections that were red convert to pure black, giving the suit a clear yellow over black contrast from head to toe. The spider symbol turns black on the yellow background, and the belt keeps its neutral silver gray.
• Style 4: The hood, shoulders, and central chest panel turn bright white, replacing the former blue sections. The original red bodysuit becomes cobalt blue, so the limbs and torso now pair blue fabric with white overlays. The spider emblem preserves its bold red against the white panel, while the metallic belt remains silver gray.

Secret Wars: Civil War Suit

Origin: This suit originates from a What If..? story in which the Superhuman Civil War never ended, with both Iron Man and Captain America's sides taking heavy casualties. Peter dons this suit to honor the fallen Sam Wilson, a.k.a. Falcon.
Debut: Civil War, Vol. 2 #1 (2015).
Unlocked: Available at Level 28. Costs 60 Tech Parts and 2 Rare Tech Parts. Alternate Suit Styles cost 30 Tech Parts and 1 Rare Tech Part.

Suit Description: A smooth glossy red helmet encloses the entire head and forms a continuous mask. Two large white eye lenses sit in raised metallic gray frames that wrap around the sides of the head like streamlined goggles. A small silver circular sensor rests just above the outer corner of the left lens. Very shallow seam lines carve the helmet into curved panels that follow the shape of the skull. The same vivid red covers the segmented chest plate and the rounded shoulder shells, both of which shine with a rigid polymer finish. Each upper arm wears a red armor shell that stops abruptly at the elbow, revealing Peter's bare forearms. The skin on the exposed forearms is fair and lightly freckled. Both hands wear glossy red fingerless gloves. Each glove has a large open rectangle on the back that exposes the knuckles and accommodates flexible web shooters. Reinforced black synthetic panels cover the palms and wrap around the inner thumb area, providing grip without adding visible bulk. A deep navy armored vest protects the torso underneath the red plating. Hard angular plates stack diagonally across the ribs and abdomen, and thin black mesh fills the gaps between them. A black tactical harness crosses from the right shoulder down to the left hip. At the center of the chest a gray circular anchor plate supports a quick release buckle that locks the harness in place. A second strap runs horizontally under the left arm and connects to a compact red hard shell backpack that sits flush against the upper spine. Around the waist an olive drab web belt features evenly spaced square loops. A rugged black drop leg holster hangs on the right thigh, secured by two adjustable nylon straps. A matching black cargo pouch sits just behind the holster and expands with box pleats. The utility belt also carries a short gray rectangular pouch on the left side for smaller gadgets. Baggy olive cargo pants cover the legs. The fabric shows a slight ripstop grid texture and has large bellows pockets on the outer thighs with single button flaps. Light gray polymer kneepads bolt directly onto the trousers and follow the rounded shape of the knee joint. Heavy matte black leather combat boots rise to mid calf. Each boot has thick reinforced toe caps, seven pairs of eyelets with black laces, and a ridged rubber sole that looks built for traction on metal surfaces.
Suit Properties: Gear sound profile, emotive shutter lenses, standard Spider Arms.
Unique Features: Instead of the web wings deploying from the armpits of the suit, this suit will unfold Falcon's wings from the back, accompanied by a unique sound effect. The two swept wings unfold from the rectangular red backpack and span wider than Peter's shoulders. Each wing consists of six rigid metal plates shaped like thick feathers, the plates increasing in length as they reach the tip to create a broad triangular silhouette. The visible surfaces of the plates are a cool slate gray, while the outer rims and the narrow leading edges are clad in vivid red armor trim that matches the backpack. Thin black seams outline every plate and mark the hinges that let the individual sections flex in flight. A pair of sturdy black pivot arms anchor the inner plates to circular mounts on the backpack, allowing the wings to flare outward in a shallow V and then fold back along his spine when stowed.
• Style 2: The helmet and upper armor are bright white, while the eye frames, harness, and vest are deep black. Light gray and white camouflage pants pair with black gloves, boots, and pouches, completing a palette of white, gray, and black.

• Style 3: The helmet, chest, and shoulder plates show a muted olive green that transitions into a slightly darker moss green vest. Woodland camouflage trousers mix olive tan and brown, and the black gloves, boots, and pouches maintain the green brown and black scheme.
• Style 4: The helmet, chest, and shoulder armor are bright bubblegum pink contrasted by vivid aqua eye frames, harness straps, knee guards, and pouches. Matching pink trousers covered in teal and black angular shapes join black boots to finish the bold pink and aqua scheme.

Spider-Man 2099 Black Suit

Origin:: This suit is worn by Miguel O'Hara, Spider-Man of the year 2099. In the comics, the suit is canonically black, but is drawn stylistically as blue to represent the suit reflecting the bright neon lights of New York 2099.
Debut: Amazing Spider-Man #365 (1992).
Unlocked: Available at Level 11. Costs 35 Tech Parts and 2 Rare Tech Parts. Alternate Suit Styles cost 15 Tech Parts.
Suit Description: The suit is a seamless full body covering of smooth glossy deep navy blue fabric that clings to Peter's musculature. A vivid crimson red skull motif begins at the brow of the mask, surrounding the navy almond shaped eye lenses before tapering to a point between them, then flowing over the crown and down the back of the head. On the torso the red expands into an angular spider emblem whose central body resembles an abstract skull with two triangular cavities that echo the shape of the eye lenses; a long narrow spine drops from this body to the lower abdomen. Four thick legs branch from the emblem. The upper pair travels straight across the pectorals, wraps over the deltoids, and runs the length of the outer arms to the wrists. The lower pair slants diagonally across the ribs toward the hips and stops above the belt line. Matching crimson covers the backs of the gloves and three long rigid blade like fins that protrude rearward from the ulna edge of each forearm. The neck, inner arms, flanks, hips, legs, and feet remain uninterrupted deep navy blue with only faint panel seams and no additional markings.
Suit Properties: Spandex sound profile, static lenses, standard Spider Arms.
Unique Features: The suit features blade-like fins on the outside of the forearms, referencing Miguel O'Hara's talons. These are cosmetic and do not affect gameplay.
• Style 2: Resembles what the suit would actually look like in canon. The underlying suit shifts to a sleek charcoal black that reflects light like polished obsidian. A vivid crimson red spider emblem spreads across the torso and shoulders, matching red accents that wrap the backs of the gloves and the full length of the outer arms. Three long blade like fins that project backward from each forearm share the same crimson red, creating a sharp contrast against the black field.
• Style 3: Resembles a symbiote version of Spider-Man 2099. The body is coated in deep midnight black that appears almost liquid in its sheen. A pure white spider motif covers the mask, chest, shoulders, and outer arms, and its bright lines glow against the darkness. The

forearm fins and the border around the narrow black eye lenses are also pure white, giving the suit a stark monochrome look.
• Style 4: The base suit turns into a glossy royal purple that radiates vibrant energy. An electric cyan spider emblem covers the mask and torso, while the same cyan colors the long blade like forearm fins and the eye lenses. Soft seafoam green panels sit on the outer shoulders and upper arms, adding a subtle second highlight that blends smoothly into the purple and cyan palette.

Spider-Punk Suit

Origin: This suit was worn by Hobie Brown, a British punk rocker Spider-Man.
Debut: Amazing Spider-Man, Vol. 3 #10 (2014).
Unlocked: Available at Level 26. Costs 55 Tech Parts and 2 Rare Tech Parts. Alternate Suit Styles cost 30 Tech Parts.
Suit Description: The full face mask is vivid red and covered by thin black web lines that meet at the bridge of the nose. Five short matte black metal spikes form a straight mohawk running from the center of the forehead to the crown. Large white eye lenses with smooth black trim sit slightly raised from the mask surface. A sleeveless medium blue denim vest is worn over the suit; the fabric shows subtle fading along the seams and vertical wear lines, the armholes are frayed, and a pointed collar frames the neck. Two chest pockets are present but their flaps remain tucked flat beneath four small enamel pins on the left side: a rectangular pin of red and white horizontal stripes, a tiny pin that is a green diagonal bar on silver backing, a black circular pin with a white center dot, and a second smaller rectangle of red and white stripes. Silver metal buttons fasten the vest, though they are left undone, exposing the suit beneath. The underlying bodysuit shows deep royal blue across the chest, abdomen, hips, and legs, while the shoulders, arms, and gloves are bright red with the same black web grid. A narrow white stripe begins at each inner wrist, travels up the inside of the arm, continues down the side of the torso, and runs along the outer thigh to the ankle. Both forearms are wrapped by wide black leather bracelets that each hold four rows of square silver pyramid studs, creating a dense metallic grid that fully encircles the wrists. A matching black leather belt, equally studded in two neat horizontal rows, sits snugly at the waist with a plain silver buckle at the center. The fitted blue leggings taper smoothly into red canvas high top sneakers. Each shoe features a white rubber toe cap, a white rubber sole that rises slightly at the heel, and cream white laces that cross through silver eyelets. A white circular ankle patch on the outer side of each sneaker carries a red spider emblem, and there is modest scuffing on the soles from frequent use.
Suit Properties: Gear sound profile, emotive shutter lenses, standard Spider Arms.
• Style 2: The mask, shoulders, and arms turn a deep black criss-crossed by lighter gray web lines, while the eye lenses stay white with black trim. The chest, abdomen, and legs switch to a rich brick red that continues down to the ankles. A black denim vest replaces the blue one, and the wrist cuffs and belt remain black leather packed with silver studs. Narrow white seams still

run down the inner arm and side, edged by a thin red stripe. Charcoal canvas high-top sneakers with white toe caps and laces finish the look.
• Style 3: Resembles Gwen Stacy's Ghost Spider Suit. The mask, arms, and shoulders become bright white with sharp black web lines, making the black eye trim stand out. The torso and leggings shift to a nearly black charcoal gray that contrasts with vivid red chevrons across the lower ribs and a slim red stripe that tracks the inner arm and side. A pale stone-washed denim vest sits over the suit, keeping the original enamel pins. The black leather cuffs and belt with silver studs stay unchanged, and the shoes fade to a dingy light gray canvas with white rubber accents.
• Style 4: The mask, arms, and shoulders return to vivid red with black web lines, but the torso, hips, and legs adopt the same dark charcoal gray seen in Style 3. A black denim vest replaces the original, matching the studded black leather belt and wrist cuffs. Thin white seam stripes edge the inner arms and sides. The sneakers remain dark gray canvas with worn white toe caps, echoing the muted tones of the vest and leggings.

Stealth Suit

Origin: Worn by an alternate Peter Parker, portrayed in live action by Tom Holland. Also known as the Night Monkey Suit, Peter wore this repurposed S.H.I.E.L.D. uniform while fighting Hydro-Man in Italy.
Debut: Spider-Man: Far From Home (2019).
Unlocked: Available at Level 46. Costs 95 Tech Parts and 6 City Tokens. There are no alternate Suit Styles.
Suit Description: This costume is a full-body ensemble built for covert operations, lacking the traditional Spider-Man iconography in favor of practical, paramilitary design. The mask is a full-coverage black headpiece with no visible openings or seams. The material is slightly smoother and glossier than the rest of the suit, clinging tightly to the contours of his face. The emotive lenses are solid white ovals with sharp inner corners and are outlined in a thin silver-gray rim. Unlike his standard suit's rounded, expressive eyes, these lenses are narrow and more angular, sitting slightly raised from the surface of the mask, resembling specialized tactical goggles. The suit is composed primarily of matte black fabric with an underlayer that clings tightly to his frame, divided into segmented panels that balance stealth with flexibility. This bodysuit forms the base upon which a variety of darker, more rigid materials are layered, particularly around the torso, shoulders, forearms, and thighs, giving the suit a modular, armored appearance. The chest and abdomen are covered in a series of overlapping black kevlar plates. These sections feature subtle stitch lines and angular shaping, which contour around Peter's musculature. The shoulders are capped with reinforced pads that have a dull, vinyl-like sheen, segmented to move with the arms. His arms are coated in thick, ribbed padding from elbow to wrist, where black gloves extend in a single piece. The knuckles are padded with faintly raised lines, and the fingertips are subtly textured for grip, like a climbing glove reworked for precision.

Twin black straps wrap each forearm near the wrist, held tight by matte metal fasteners. Across the chest and down the sides, a modular harness system is woven into the design. These utility straps are rendered in a slightly glossier charcoal black and are secured with boxy, military-style clips and square buckles. A utility belt wraps the waist, squat and broad, its heavy buckle sitting low, barely visible beneath the armor, with square loops extending along each hip. The legs mirror the upper half with paneled thigh guards that blend into the bodysuit, broken by stitched seams and ridges of softer material at the joints. His knees are capped in reinforced cloth, thickened slightly but shaped to maintain his agility. The boots are seamless, folding upward into the suit without laces or gaps, molded with narrow horizontal grooves along the arch and heel.
Suit Properties: Gear sound profile, emotive shutter lenses, standard Spider Arms.

Stone Monkey Suit

Origin: Insomniac original, designed by artist Victoria Ying. This suit draws inspiration from Chinese mythology and stories like Journey to the West, channeling the legendary Monkey King, Sun Wukong, .
Debut: Marvel's Spider-Man 2 (2023).
Unlocked: Digital Deluxe Edition exclusive. There are no alternate Suit Styles.
Suit Description: The base layer of the suit is a form-fitting navy blue fabric that covers his torso, arms, and legs, broken up by segmented red armor plating that runs in angular shapes across his chest, shoulders, forearms, thighs, and shins. Each red section is lined with thin gold trim, creating sharp contrasts along every joint that evokes the appearance of stylized ceremonial armor. His mask continues the blue and red motif, webbed in gold lines that spread from the center of his forehead. Large red lenses, cut into angular slants and bordered in gold, cover his eyes, giving him a sharp, animal-like stare. The mask seamlessly blends into the rest of the suit, maintaining the red and gold patterning along the sides and temples. Around his neck is a dramatic raised red collar with petal-shaped flares, lined with thin gold bordering,. A thick gold rope circles his shoulders and upper chest like a sash, fastened at the center of the chest with a large, circular golden medallion. A wide red belt wraps around his waist with a gold-lined lotus emblem at the center, mirrored again at his knees. Tufts of thick white fur wrap around his wrists and ankles, with a larger band encircling the base of his neck like a mane. His gloves and boots are red, their cuffs trimmed with gold, while the soles of his boots and tips of his fingers shine in solid gold.
Suit Properties: Spandex sound profile, emotive shutter lenses, standard Spider Arms.

Superior Suit

Origin: This suit was designed by Otto Octavius, when he swapped his and Peter's minds, placing Peter's consciousness into Otto's dying body. Otto, now in control of Peter's body, set out to prove that he could be a better, superior Spider-Man than Peter ever could.

Debut: Amazing Spider-Man #700 (2012).
Unlocked: Available at Level 15. Costs 40 Tech Parts and 2 City Tokens. Alternate Suit Styles cost 20 Tech Parts and 1 City Tokens.
Suit Description: A bright crimson mask with elongated, glossy black eye lenses covers the head, its smooth surface divided by faint recessed web-line grooves that match the angled joints on the chest armor. A rigid crimson yoke starts at the collar, drapes over both shoulders like angular pauldrons, and converges into a broad, stylized spider motif that spreads diagonally across the upper torso in segmented plates. Everything below this red harness is a sleek, form-fitting bodysuit in deep black, woven with a subtle hex-grid texture that catches light in thin, silvery highlights along the ribs and thighs. Metallic gray forearm gauntlets wrap from elbow to wrist, each bearing a single circular scarlet node on the outer wrist, while the gloved hands remain black. The belt area is integrated into the suit as a smooth black band without contrasting color. Long, tapered black leggings continue the hex-grid fabric down to aerodynamic boots that are predominantly black but capped at the toes, heel spurs, and outer edges with hard crimson panels, giving the feet a streamlined splash of red that echoes the mask and chest armor.
Suit Properties: Spandex sound profile, emotive shutter lenses, unique Spider Arms.
Unique Features: The four mechanical Spider Arms are forged from rigid, glossy crimson metal plates that form three long, slender segments on each limb. Every segment has a shallow triangular ridge running along its outer face, with faint recessed panel lines that divide the bright red plating into geometric sections. Matte black hinge couplings anchor each joint; these couplings house small exposed silver pistons and circular pivot sockets that allow the limbs to articulate while adding a contrasting graphite-gray accent around the moving parts. Near the joints, narrow black structural struts peek through gaps between the red plates, hinting at the inner framework beneath the armor. Each arm tapers to a sharp, flat-edged point shaped like a chiselled spearhead, the very tip trimmed with a slightly darker burnished red that differentiates it from the main plating. Throughout the limbs, tiny hex-bolt heads and slim wiring channels sit flush with the surface, giving the arms a precise, engineered appearance without breaking the smooth, high-gloss finish of the crimson shell.
• Style 2: The full-body suit is a deep navy blue from mask to boots, with a subtle matte finish that shows faint hex-grid texturing in the light. A metallic gold spider emblem begins at the collarbone, wraps over both shoulders, and stretches down the chest and back in segmented plates, matching gold trim on the slim utility belt. The gauntlets and kneepads are also metallic gold, creating narrow bands that stand out crisply against the blue fabric. Boots remain navy but end in gold-tipped toes and heel guards that echo the accent color. The spider arms feature blue accents.
• Style 3: Resembles Miles Morales' Classic Suit. This version shifts to an almost-black graphite base that covers head, torso, arms, and legs in the same smooth, lightly textured fabric. A vivid crimson spider motif traces along the mask's eye borders, spreads over the shoulders, and forms sharp, angular lines down the chest and abdomen, giving the red elements a glossy, lacquered sheen. Matching red accents circle the wrist nodes on the gauntlets, run as thin piping along the

outer thighs, and edge the boots from instep to heel. The belt area blends into the graphite body color, leaving red as the only contrasting shade. The spider arms feature red accents.
• Style 4: Resembles Superior Octopus. The mask, upper torso, and boot tops are bright white with a satin finish, contrasted by jet-black fabric on the arms, sides, and legs. A bold neon-green spider symbol starts at the neck, fans over the chest, and drops to the abdomen in glowing lines that continue as thin streaks along the biceps, forearms, thighs, and calves. The black gauntlets and belt are accented by small, luminous green nodes at the wrists and buckle, while the gloves remain solid black. The boots are split—white on the main foot with neon-green edging around the soles and black panels wrapping the ankles. The spider arms feature neon green accents.

Symbiote Suit

Origin: Insomniac original, an evolved version of the Black Suit as the symbiote begins to dominate Peter's personality.
Debut: Marvel's Spider-Man 2 (2023).
Unlocked: Available after completing the "It Chose You" mission. Alternate Suit Styles unlock at Ultimate Levels 2, 5, and 8 in a New Game Plus save.
Suit Description: A glossy black suit envelops Peter from head to toe, clinging to every muscle with a liquid smooth texture that reflects streaks of light like oil on water. Across his chest, a bold, menacing white spider emblem spreads outward; the central abdomen rests over his sternum and four thick legs on each side branch symmetrically. The upper pair arcs across the collarbones and over the tops of the shoulders before wrapping around the deltoids. The lower pair slants down the obliques, disappears beneath the arms, and reemerges on the back where all eight legs converge along the spine in an identical spider emblem. The emblem's white is opaque and slightly raised, creating a crisp edge against the surrounding black surface. The mask merges seamlessly with the suit and features large almond shaped eye lenses that are pure white, outlined by a thin black rim. No seams, zippers, or separate panels are visible; the material appears continuous, with subtle vein like ridges running along the biceps, forearms, thighs, and calves. The gloves flow directly from the forearms and end in black fingertips that glisten under the light. The boots share the same reflective finish, hugging the contours of the feet and heels without distinct soles or tread, giving the impression of a continuous second skin. Minute ripples in the surface shift as Peter moves, yet the color stays uniformly black apart from the stark white emblem and eye lenses.
Suit Properties: Symbiote sound profile, emotive organic lenses, standard Spider Arms.
Unique Features: As a symbiote suit, gameplay animations such as parrying, Spider Jump, and Spider Dash use black symbiote tendrils instead of the Spider Arms. The suit's webbing is produced from organic symbiotic goo instead of the webshooters. The Webb Wings naturally form as symbiote constructs from under the arms instead of being mechanically deployed.
• Style 2: Resembles Anti-Venom. The suit is coated in a glossy white that catches hints of silver under bright light. A deep black spider emblem spreads across the torso, its thick legs arching

over the shoulders and tapering along the ribs before converging on the back. Solid black eye lenses cut sharp angular shapes into the otherwise white mask. Subtle cool gray shadows settle into the muscle contours and creases, giving depth to the broad fields of white.
• Style 3: Resembles the original concept art of the Black Suit, designed by Randy Schueller, matching the color scheme of Knull, the god of the symbiotes. The suit is coated in a glossy black that gleams like wet obsidian under the light. A bold red spider emblem stretches across the torso, its thick legs arcing over the shoulders and slicing down the ribs before reconnecting on the back. Large white eye lenses framed by a narrow black rim punctuate the dark mask with stark contrast. Flecks of reflected silver ripple through the black surface, giving the suit a liquid sheen that deepens its shadowy tone.
• Style 4: Resembles Carnage. The suit is drenched in a vivid crimson red with a slick liquid sheen that reflects light across its surface. A bright white spider emblem spreads over the chest and shoulders, its legs slicing down the ribs before joining again on the back. The mask matches the same saturated red, while the large eye lenses are pure white with a razor thin natural edge where they meet the surrounding suit. Subtle deeper maroon shadows collect in the creases of the muscles, but the overall palette stays a bold contrast of red against white.

Tactical Suit

Origin: Insomniac original, designed by artist Joel Mandish. This design resembles the PymTech suits worn by the time-traveling Avengers in 2019's Avengers: Endgame.
Debut: Marvel's Spider-Man 2 (2023).
Unlocked: Digital Deluxe Edition exclusive. There are no alternate Suit Styles.
Suit Description: The suit's base color is a clean, matte white that covers the majority of the torso, arms, and legs, broken up by hard-edged panels of silvery gray armor that frame his ribs, shoulders, forearms, thighs, and calves. The armor curves cleanly around his muscles, each section segmented like plating on a modern combat suit. The mask follows the white-and-gray color split, with a smooth, uninterrupted surface that tapers into a sharp chin and jawline. The eye lenses are large, shaped like narrow arrowheads that slant inward with sharp edges, and glow a deep red, with a thin black border that makes them pop dramatically against the white shell of the mask. These lenses are expressive and slightly tilted inward at the top, giving the mask an aggressive, focused gaze. A vivid, glowing red spider emblem dominates the chest, starting at the sternum and branching outward with angular, blade-like legs that wrap over the pectorals and curve slightly under the arms. The thorax of the spider is bordered by a black outline and embedded into a dark gray chest plate, visually anchoring the design. The same red carves through his arms and legs in diagonal segments, angling across his biceps, wrapping around his forearms, and streaking down the outer thighs and shin guards. His gloves and boots continue the white armor, intercut by red lines and bordered by black grooves that follow the suit's contours. The fingers are covered in segmented gray plating, jointed for flexibility. Subtle black piping outlines the edges of some armor plates, especially at the joints, elbows, and knees, emphasizing

the tactical segmentation of the suit. At the joints and inner limbs, a dark gray mesh peeks out between the armor plates, tight-knit, matte, and textured, like a breathable underlayer threaded between armor.
Suit Properties: Gear sound profile, emotive shutter lenses, standard Spider Arms.

Upgraded Suit

Origin: Worn by an alternate Peter Parker, portrayed in live action by Tom Holland. This suit was used by Peter in his final battle with Mysterio in London.
Debut: Spider-Man: Far From Home (2019).
Unlocked: Available at Level 41. Costs 85 Tech Parts and 2 Hero Tokens. There are no alternate Suit Styles.
Suit Description: The mask, upper chest, shoulders, biceps, forearms, hands, and boots are all covered in a vibrant, saturated red. The red fabric has a micro-hexagonal pattern visible across the surface, catching the light with a slightly glossy finish that gives the material depth without becoming reflective. The red mask is covered with additional smooth, raised hexagonal textures that catch the light across its surface. Two sharply angled white lenses sit over the eyes, framed in thin black rims that taper into a point at the temples. The red continues down the neck and spreads across the upper chest and shoulders, stopping in a clean, downward curve along the ribs. A white spider emblem rests in the center of the chest, thin and angular, with long legs that stretch outward, four reaching toward the collarbones and shoulders, and four curling down along the upper abdomen. The red fabric extends along the length of the biceps and wraps around the forearms and gloves, stopping at the base of the thumbs. The inside of the arms, from armpit to wrist, shifts to a matte black material with a tight weave pattern. The gloves are segmented with red on the outside and black on the inner fingers and palms, maintaining the color-blocked contrast throughout. The black fabric covers the side panels of the torso and continues down the hips, thighs, knees, and calves. Each boot cuts off just below the knee in a clean, horizontal edge, where the red resumes, forming a bold contrast against the surrounding black.
Suit Properties: Spandex sound profile, emotive shutter lenses, standard Spider Arms.

Upgraded Classic Suit

Origin: Worn by an alternate Peter Parker, portrayed in live action by Tom Holland. This suit was gifted by Tony Stark for Peter to use when fighting Captain America and throughout Spider-Man: Homecoming. . Formerly referred to as the Stark Suit.
Debut: Captain America: Civil War (2016).
Unlocked: Available at Level 35. Costs 75 Tech Parts and 5 City Tokens. There are no alternate Suit Styles.

Suit Description: The suit is composed of two dominant colors, bright red and deep navy blue, sharply divided by thin black piping that traces along the biceps, at the edge of the gloves, and where the boots rise just below the knees. Thin black lines crisscross the red in a symmetrical web pattern, each strand sharp and evenly spaced, forming hexagonal segments that wrap cleanly over the curves of his muscles. The mask is entirely red, covered in a fine, symmetrical web pattern rendered in thin black lines that maintain consistent spacing and form a clean geometric grid across the fabric. The eyes are large and slightly almond-shaped, framed by bold black rims, rigid and slightly raised from the fabric, shaped like softened trapezoids angled upward toward the temples. The inner white surface of each lens is faintly reflective, giving them a smooth, glass-like quality. The torso and arms continue the red coloring, with the same black-lined webbing covering the chest, shoulders, and outer arms. At the center of the chest sits a small, minimalist black spider emblem with narrow legs that stretch out horizontally and downward in a clean, stylized silhouette. This emblem is stitched directly into the suit, blending seamlessly into the web pattern. The red of the arms ends just above the gauntlet area, where the large webshooters take the form of sleek black bracers that wrap tightly around the wrists. Additional web fluid cartridges line the waistline of the suit, following the shape of the red belt. From the ribs down, deep navy blue fabric takes over. The blue forms clean panels along his sides, inner arms, and the entirety of his legs, broken only by subtle seams that follow the line of his thighs and calves. These seams curve with his posture, stitched with precision, but barely visible unless caught in the right light. The boots start mid-calf and extend over the foot. They follow the same black-bordered separation from the blue legs, mirroring the arm design. The soles are molded to Peter's feet, maintaining a smooth surface without treads. The gloves and boots are made of the same red material as the mask and chest, but with reinforced padding around the knuckles and insteps.
Suit Properties: Spandex sound profile, emotive shutter lenses, standard Spider Arms.

Webbed Suit

Origin: Worn by an alternate Peter Parker, portrayed in live action by Tobey Maguire.
Debut: Spider-Man (2002).
Unlocked: Available at Level 33, costs 65 Tech Parts and 2 Rare Tech Parts. There are no alternate Suit Styles.
Suit Description: The suit's red sections cover the head, shoulders, chest, arms, gloves, and boots, all woven with a complex grid of raised silver webbing. This webbing is thick and sharply defined, each segment symmetrical and angular, resembling panes of glass in a stylized spider's web that catch light along their edges. The silver webbing continues seamlessly over the mask, wrapping around his skull without a break. The mask features prominent silver lenses with a chrome-like finish, reflecting light like mirrors, bouncing back their surroundings in soft distortions.. These lenses are bordered in black and shaped into sharp, aggressive points, giving Peter an intense, focused expression. The red on the mask connects seamlessly with the rest of

the upper body, maintaining uninterrupted webbing patterns across the cowl and down the neck. A large black spider emblem dominates the chest, featuring long, narrow legs that stretch outward and down across the pecs and upper abdomen. Unlike other Spider-Man suits with round or compact logos, this one is tall and wide, fully integrated into the webbed design. The emblem has a shiny, embossed finish, standing out against the matte red fabric beneath. The blue sections of the suit span the torso's sides, inner arms, and the entire lower body, including the thighs and calves. The blue is a rich navy shade with a smooth, slightly reflective texture, contrasting the more matte red. This fabric is tightly fitted, showcasing every contour of Peter's muscular build without a single wrinkle or loose segment. The gloves and boots repeat the red and silver pattern, with the webbing converging at the fingers and toes in tight points. Each boot ends part-way up the shins with a crisp edge before giving way again to the navy blue of the leg.
Suit Properties: Spandex sound profile, static lenses, standard Spider Arms.

Webbed Black Suit

Origin: Worn by an alternate Peter Parker, portrayed in live action by Tobey Maguire. This suit is the symbiote version of the Webbed Suit.
Debut: Spider-Man 3 (2007).
Unlocked: Available at Level 32. Costs 65 Tech Parts and 2 Hero Tokens. There are no alternate Suit Styles.
Suit Description: Mimicking the appearance and texture of spandex, the symbiote coats Peter's body in a deep black fabric that clings tightly to every contour of his frame, catching hints of blue light across its surface like the sheen of polished obsidian. Raised silvery white webbing traces every inch of the suit in a symmetrical, grid-like formation—thin, uniform strands that curve naturally around the shoulders and elbows, bending with the shape of his body. The lines are evenly spaced and precise, crisscrossing his torso and limbs in clean arcs that taper toward the wrists, where they tighten like the strands of a coiled spring around the fingers. His mask continues the pattern seamlessly, the webbing radiating outward from a central point between the eyes. The eye lenses are sharply contoured and triangular, with a pronounced upward tilt at the outer corners, lending a more menacing expression. They are a smooth, glossy silvery white, reflecting ambient light like mirrored glass, and rimmed in thick black borders that make the eyes pop starkly against the webbed backdrop. A large silvery white spider emblem dominates the chest. Its legs extend outward and upward toward the collarbones and shoulders, and downward along the abdomen, following the curvature of Peter's torso. The spider's body is long and narrow, with a subtle tapering that leads the eye straight down the center of his torso, bisecting the surrounding webwork. The suit includes integrated gloves and boots, with the webbing continuing uninterrupted across the hands, fingers, ankles, and feet, before disappearing under the soles.
Suit Properties: Spandex sound profile, static lenses, standard Spider Arms.

Unique Features: Unlike other symbiote suits, this suit uses the standard Spider Arms animations for parrying, Spider Jump, and Spider Dash instead of symbiote tendrils. Spinning webs and the Web Wings are not made of symbiote goo, instead appearing as default.

Miles Morales Suits

Absolute Carnage Suit
Agimat Suit
Biomechanical Suit
Bodega Cat Suit
Dark Ages Suit
EnC0ded Suit
Family Business Suit
Fresh Suit
Hellfire Gala 2023 Suit
King in Black Suit
Red Specter Suit
Shadow Spider Suit
Tokusatsu Suit
Upgraded Suit

Absolute Carnage Suit

Origin: A blend of Miles Morales's Classic Suit with Carnage, created when Miles made a purified bond with the Carnage symbiote in efforts to destroy it.
Debut: Absolute Carnage: Miles Morales #3 (2019).
Unlocked: Available at Level 60. Costs 115 Tech Parts and 3 Hero Tokens. Alternate Suit Styles cost 60 Tech Parts and 2 City Tokens.
Suit Description: The suit's foundation is a near black navy material that clings to every contour of the body and carries a faint lattice of bright aqua blue web lines across the surface. The underlying fabric looks matte at rest but catches subtle reflections along raised muscle groups, hinting at a flexible synthetic weave. Over this dark base, a network of glossy crimson symbiote tendrils coils unevenly from the right shoulder around the torso and hips before spiraling along the arms and legs. These tendrils are thick and sinewy with ridged surfaces that glisten like wet resin, and thin offshoots protrude at each elbow, knee, and wrist, giving the appearance of living muscle fibers laid atop the suit. The crimson surface solidifies into full red gloves and boots where the fingers and toes are completely enveloped, while a narrow black sole remains visible under each foot. Around the mask, a smooth raised band of luminous aqua blue frames the jawline and wraps toward the back of the head, creating a sharp contrast against the surrounding darkness. Centered within this band are large almond shaped eye lenses that curve outward; they glow with a rich amber orange light that brightens toward the center and fades at the edges. Fine aqua blue highlights trace many of the red tendrils, outlining each segment and emphasizing the layered depth where the symbiote appears to fuse with the underlying fabric.
Suit Properties: Symbiote sound profile and emotive organic lenses.
• Style 2: Resembles Carnage's color scheme more accurately. The suit turns a vivid crimson red from head to toe. A deep charcoal black web lattice spreads across the red while thicker

obsidian black symbiote bands spiral over the torso, arms, and legs. Thin aqua lines outline many of these black bands and give a faint glow along the joints. The oval eye lenses shine pure white with a hint of icy blue around the edges and a matching white crest frames the top of the mask.
• Style 3: Resembles Agent Venom. The entire suit shifts to translucent cobalt blue that shows a bright aqua grid pattern across the surface. Pale silvery blue symbiote tendrils wrap around the chest, limbs, and mask, forming the spider motif and connecting bands at every joint. The eye lenses darken to rich navy black, standing out against the luminous blue mask. Soft aqua highlights trace the tendrils and collect at the fingertips, toes, and small offshoots.
• Style 4: Resembles Anti-Venom. A pearl white base covers the mask, torso, and limbs. The web lattice becomes deep sapphire blue while the overlaying symbiote tendrils remain bright white and merge smoothly into the underlying suit. Subtle aqua lighting outlines the edges of these white tendrils and gathers around the elbows, knees, and ankles. The eye lenses glow with a pale ice blue light set within the snow white mask.

Agimat Suit

Origin: Insomniac original, designed by artist Anthony Francisco. An Agimat is an amulet from Filipino folktales that is said to give the wearer mystical powers, including control over electricity, like Miles's venom abilities.
Debut: Marvel's Spider-Man 2 (2023).
Unlocked: Digital Deluxe Edition exclusive. There are no alternate Suit Styles.
Suit Description: Miles stands in a full body suit of regal royal purple. The smooth fabric catches the light with a faint mottled sheen that moves like satin. Every surface is laced with thin metallic gold piping that glows softly, outlining geometric panels from head to toe. At the crown of the mask a single gold stripe runs forward to meet a small teardrop shaped gold gem above the brow. Two gold ribs branch outward and downward to frame large almond shaped eye lenses that emit a pale pink glow. Additional short gold marks sit on the cheeks and jawline, emphasizing the contours of the masked face. A short stacked collar of several gold rings circles the neck and flows into wide layered bracelets on each wrist. Eight even bands wrap each forearm like fused bangles, and their edges pulse with light. Vertical gold channels trail from the shoulders to these bracelets, creating continuous lines along the arms. Each fingertip and knuckle bears a slim horizontal gold bar that illuminates when the fingers bend, while the palms remain mostly purple save for concentric gold ovals in the center. Four parallel gold columns run down the chest, dividing the purple into three tall rectangular plates. Within these plates faint cyan circuitry like lines rise toward the shoulders and fall toward the waist. A fitted gold belt is woven into the suit at the natural waist, formed by horizontal bars broken at the front by a wider central plaque and by two square violet patches that rest above each hip. On the thighs and calves the purple fabric is segmented by a dense network of gold borders. These lines enclose larger panels that glow with turquoise halos along their inner seams. Shield shaped patches edged in gold sit on the outer thighs just above the knees, each filled with bright magenta symbols that resemble stylized eyes over a pointed mouth. The knees and shins show intersecting channels that taper into twin gold tracks running down the front of each boot. Seamless purple boots continue the gold piping to rounded toes, with rectangular gold plates

situated at the inner ankles and extending toward the arches. A faint green glow highlights seams at the inner thighs and behind the knees, hinting at energy beneath the fabric.
Suit Properties: sound profile and emotive shutter lenses.

Biomechanical Suit

Origin: Insomniac original, designed by artist Jerad Merantz. It largely resembles Miles' Classic Suit, while blending advanced technology with eerie, fleshy detail.
Debut: Marvel's Spider-Man 2 (2023).
Unlocked: Digital Deluxe Edition exclusive. There are no alternate Suit Styles.
Suit Description: Miles stands enclosed in a glass-like second skin: a smooth, translucent aqua-blue shell that fits every contour of his body and emits a faint, cool glow along its edges. Beneath this clear casing, deep crimson, sinew-shaped strands cling to his physique like exposed muscle fibers, rising in sharp chevrons up his abdomen, wrapping his ribcage, and flaring into a stylized red spider emblem that glows through the chest plate. The helmet echoes the Classic Spider-Man mask yet appears grown rather than fabricated, its dome reveals the same crimson web pattern beneath, and two large, white almond lenses, trimmed in vivid red, dominate the face while a ridged, vent-like mouth guard hints at spider mandibles. Over key impact points, including the shoulders, outer arms, hips, knees, and shins, semi-opaque, pale steel blue armor plates sit atop the shell like organic carapace segments, their surfaces faintly speckled and their borders rimmed in soft cyan light. Raised, blade-shaped pauldrons curl forward from each shoulder; layered forearm guards taper into talon-like ridges over his wrists and knuckles; and narrow greaves sheath his legs, leaving only slivers of glowing red tissue visible at every joint. Even his boots follow the exoskeletal motif: clear toe caps and heel guards reveal more crimson fiber within.
Suit Properties: sound profile and emotive shutter lenses.

Bodega Cat Suit

Origin: Insomniac original. This suit features Miles wearing clothing over his Classic Suit, including a backpack that holds Spider-Man, the cat mascot of Teo's Bodega.
Debut: Marvel's Spider-Man: Miles Morales (2020).
Unlocked: Available at Level 24. Costs 50 Tech Parts and 4 City Tokens. Alternate Suit Styles cost 25 Tech Parts.
Suit Description: Miles wears his Classic mask, a black full face mask patterned with narrow red web lines that crisscross in even intervals, and two large almond shaped white eye lenses with glossy surfaces that sit inside raised red rims that follow the exact edge of each lens. A deep red cotton hoodie pulls over his suit's torso; its hood is up, its throat opens around matching red drawstrings tipped with short silver caps, and a smooth kangaroo pocket stretches across the lower belly with visible top stitching along each side and a centered vertical seam. A spider emblem sits in the middle of the chest, printed in a deep black that is noticeably darker than the red fabric behind it. A pointed diamond-shaped abdomen forms the center, and eight solid tapered legs radiate symmetrically from its body. Thick rib knit cuffs snug the wrists while a

wide rib knit waistband grips the hips, exposing a slim strip of white undershirt fabric that peeks out under the hem. Black canvas backpack straps arc over both shoulders and attach to a boxy charcoal pack pressed against his upper back, the partially open top allowing an orange tabby cat to rest inside. The cat's short fur shows soft cream stripes along its cheeks, and it wears a miniature red mask identical in design to Peter's Classic Suit, complete with tiny white lenses outlined by thin black rims. Under the hoodie, his form fitting black Classic Suit covers his arms and legs in one continuous piece; its matte fabric carries a precise grid of red web lines that highlight muscle contours and flow uninterrupted into sleek black gloves with smooth fingertips. Slim black athletic pants share the same web pattern and taper to ribbed cuffs at the ankles. The outfit finishes with red leather high top sneakers laced in black, each shoe marked by three diagonal black stripes on the outer side, a solid black toe cap, and a black rubber outsole framing a red midsole.
Suit Properties: sound profile and emotive shutter lenses.
Unique Features: Spider-Man, an orange tabby cat wearing Peter's classic mask, rides in Miles's backpack. Spider-Man can peek out of the backpack during gameplay/cutscenes, celebrate after defeating a group of enemies, and assist Miles in special Finishers exclusive to this suit.
• Style 2: The hoodie is deep navy blue with matching drawstrings. The spider emblem on the chest is bright aqua blue that contrasts clearly with the darker fabric. The pants and gloves share a slightly lighter navy blue tone and the web lines are thin bright aqua blue. The sneakers keep the navy blue base while the three side stripes and the midsole use the same bright aqua blue as the emblem. Spider-Man wers Peter's classic mask—red base, black webbing, and white lenses with black rims..
• Style 3: The hoodie is olive green with drawstrings dyed the same shade. The spider emblem on the chest is vibrant neon yellow green that stands out against the hoodie. The pants take on a forest green tone and the web lines adopt the same neon yellow green hue. The sneakers match the forest green while the side stripes and the sole accents repeat the neon yellow green from the emblem. Spider-Man is wearing Miles's classic mask—black base, red webbing, and white lenses with red rims..
• Style 4: The hoodie is medium slate gray with a faint blue tint, featuring matching drawstrings. The spider emblem in the center of the chest is bold scarlet red. The pants are steel gray with web lines traced in the same scarlet red. The sneakers remain slate gray and the side stripes and the sole details echo the scarlet red of the emblem. Spider-Man is wearing Miles's classic mask—black base, red webbing, and white lenses with red rims..

Dark Ages Suit

Origin: In an alternate What If..? storyline, a powerful EMP disabled technology worldwide, plunging Earth back into the Dark Ages. This suit was worn by Miles when bonded with both the Venom and Carnage symbiotes simultaneously, forced to serve the mutant Apocalypse.
Debut: Dark Ages #1 (2021).
Unlocked: Available at Level 56. Costs 110 Tech Parts and 3 Hero Tokens. Alternate Suit Styles cost 70 Tech Parts and 4 City Tokens.

Suit Description: Miles wears a glossy black bodysuit that looks liquid and organic, with the entire surface catching pinpoints of silver light that highlight a wet symbiote texture. A vivid red spider emblem begins at the collarbones, sweeps over the shoulders, and meets in a diamond on the center of the chest before splitting into paired lines that travel down the outer thighs to the calves. Narrow red bands trace the length of each arm and flow into crimson gloves that cover every finger, while matching red boots rise just above the ankles and curve into small triangular fins behind the heels. The head is sheathed in a smooth black mask whose faceplate bulges outward like a glossy orb; two large oval eye lenses sit on the front, bright white with a thick red border that echoes the spider motif. Behind that mask the symbiote lifts into a dramatic frilled hood, its layered ridges fanning out from the sides and back of the skull in a soft collar that frames the head. The inner edges of those ridges continue the same red seen on the chest emblem, visually tying the hood to the spider symbol.
Suit Properties: Symbiote sound profile and emotive organic lenses.
• Style 2: Resembles Carnage. The bodysuit is vivid scarlet from neck to soles, its glossy surface reflecting small points of light. A solid black spider emblem starts at the collarbones, sweeps over the shoulders into a diamond on the chest, then splits and runs down the outer thighs. Narrow black stripes trace the arms and legs before merging into black gloves and edging the small fins behind the red boots. The lenses stay white, while the bold border and the frilled hood match the deep black of the emblem.
• Style 3: Resembles Anti-Venom. The suit shifts to bright white with a subtle pearlescent sheen that catches silvery highlights. The spider emblem, the continuous arm bands, and the paired thigh lines are solid black, creating sharp contrast against the white base. The gloves, boots, and the layered hood remain white, while the rear fins and inner ridge accents keep the same black as the emblem. The wide eye lenses stay white, rimmed in a thin black outline.
• Style 4: The bodysuit adopts a deep ocean blue tone flecked with lighter azure sparks across its glossy surface. A bright orange spider emblem spans the shoulders and chest, with matching orange lines running the length of the arms and down the outer legs. The gloves and boots blend into the blue body, while the rear fins and the inner edges of the frilled hood glow with the same orange as the emblem. The white eye lenses are edged in orange, completing the complementary palette.

EnC0ded Suit

Origin: Insomniac original, designed by artist Kris Anka. This suit imagines Miles in a high-tech, CyberPunk inspired look.
Debut: Marvel’s Spider-Man 2 (2023).
Unlocked: Digital Deluxe Edition exclusive. There are no alternate Suit Styles.
Suit Description: The suit consists of a form fitting set of armor that mixes matte charcoal gray plating with sections of smooth black fabric. A rounded helmet completely encloses his head. The helmet surface is charcoal gray with faint pale blue reflections, and two large almond shaped eye lenses glow from deep orange near the bridge of the nose to bright yellow at the outer corners. Fine turquoise lines trace digital web patterns across the helmet shell. A stiff collar links the helmet to overlapping plates that cover the chest and shoulders. Each shoulder carries a circular port rimmed with luminous yellow orange, and short gunmetal cylinders project

upward from these ports like antennae. The chest is protected by broad charcoal gray panels edged in lighter steel gray; thin glowing yellow channels curve symmetrically across the pectorals. The upper arms are smooth charcoal gray, while the forearms and gloves feature raised red segments that wind along the muscles in circuit like paths. The red areas emit a faint inner light, and the fingers share the same red glow. The abdomen and hips show angular gray plates that nest within one another, leaving narrow black seams at the flanks. A squared armored pouch hangs on the right thigh, and its seams glow soft teal. On the legs, wide charcoal gray plates span the thighs, knees, and shins, each outlined by lighter gray borders and shallow recesses. Thin emerald lines run down the inner thighs. Small orange triangular icons sit on the fronts of both thighs, and the knees display open oval cutouts framed in lighter gray. Below the ankles the color scheme shifts as the boots turn vivid crimson. The boots have thick angular soles, heel braces, and arched straps around the ankles, all molded in bright red, while the uppers remain charcoal gray. A narrow white trim follows the edges of the soles, and the red tread is visible beneath Miles's feet.
Suit Properties: sound profile and emotive shutter lenses.

Family Business Suit

Origin: This suit originates from the Legacy storyline, in which Aaron Davis, a.k.a. the Prowler, wears his own version of the Iron Spider Armor and leads the Sinister Six.
Debut: Spider-Man, Vol.2 #234 (2017).
Unlocked: Available after completing the Surface Tension mission. Costs 20 Tech Parts and 1 City Token. Alternate Suit Styles cost 10 Tech Parts and 1 City Token.
Suit Description: The suit envelops Miles in a smooth deep black bodysuit made of matte fabric with narrow glossy seams, tracing angular paths over the torso, arms, and legs. Broad gold plates rest on each shoulder and sweep forward across the upper chest where they join a gold sternum plate. From this center piece, slender gold bands split downward across the pectorals, curve around the ribs, and reconnect at the abdomen to create the legs of a stylized spider emblem. Matching gold plating encases the outer forearms in three overlapping rectangular segments that show faint horizontal ridges and taper toward plain black wrists. The gloves are uniformly black and matte. The mask is also black and features large almond shaped eye lenses that emit a warm orange glow. Heavy black armor panels run down the flanks and hips and display recessed channels, featuring a subtle hexagon texture that repeats on the thighs and shins. The calves narrow into sleek black boots whose seamless construction ends in a pointed toe and whose soles carry a faint sheen, suggesting a firmer material beneath the fabric. Soft ridges line the spine and the backs of the legs, adding depth without interrupting the dominant black color.
Suit Properties: sound profile and emotive shutter lenses.
Unique Features: This suit features unique Finishers that can occur during combat. Miles will deploy four mechanical Spider Arms from his back to finish off his opponents, before retracting them back into his suit when the animation ends.
• Style 2: The main fabric panels change to muted olive green that covers the mask, torso, hips, and the broad sections of the limbs. Matte black remains along the flanks, inner arms, inner thighs, and the slender seam lines that contour each segment. The spider emblem, the shoulder

plates, and the outer forearm bracers keep their polished gold finish which contrasts sharply with the green and black. The eye lenses still glow warm orange.
• Style 3: Resembles the Prowler. Every fabric section switches to a vivid royal purple that runs uninterrupted from the mask down through the torso, arms, and legs. Electric neon green replaces gold on the spider emblem and forms broad shoulder inlays and narrow highlights that edge the upper arms and chest seams. Metallic gold still coats the outer forearm bracers, and matte black bands continue to frame the joints and panel borders. The eye lenses glow bright green to match the emblem.
• Style 4: Resembles Miles's Iron Spider Armor from the Carnage Reign storyline. The bodysuit remains deep black across the mask, chest, abdomen, and thighs, with subtle charcoal grey texture tracing the panel seams. The spider emblem and the shoulder guards stay radiant gold, creating a strong contrast against the black fabric. Glossy red now covers the outer forearm plating and spreads over both gloves and the tall boots that rise to the knees. The eye lenses keep their warm yellow orange glow.

Fresh Suit

Origin: Insomniac original, made in collaboration with the non-profit Gameheads. The suit is based off of 90s aesthetics, with all earnings going towards supporting Gameheads' mission of empowering low-income youth and youth of colour to thrive in the video games industry.
Debut: Marvel's Spider-Man 2 (2023).
Unlocked: Free as of November 7, 2024, formerly exclusive to the Fly & Fresh DLC pack for $4.99. There are no alternate Suit Styles.
Suit Description: A formfitting purple mask covers Miles's entire head and neck. Two large white lenses sit over his eyes; each lens is roughly teardrop shaped and is edged by a narrow band of light pink. Three slim purple chevrons angle upward from the space between his lenses toward the crown of his skull and widen slightly as they rise. Perched askew on top of the mask is a purple baseball cap turned so the firm white bill points over his right ear rather than forward. Subtle stitched seams divide the cap into panels, and a green button tops the crown. The plastic adjustment strap is visible at the back. His jacket resembles a lightweight ripstop nylon windbreaker in vivid purple. A neon green stand collar flares upward against his jawline. Three thick black diagonal bands sweep across the chest from his left shoulder toward his right hip. Just beneath the middle band, an orange lightning-bolt-shaped accent adds contrast. A rectangular aqua patch rests near his lower left ribs; the patch displays a white diamond lattice over purple. Elasticized neon green cuffs cinch the wrists, and faint square ripstop texturing shows across the entire jacket under bright light. Bright neon green gloves wrap his hands. Yellow oval plates protect each knuckle, and two rows of turquoise disks form raised ridges on the back of each hand. The palms look smooth, likely to maintain grip. Baggy purple pants of the same ripstop weave fasten around his waist with a turquoise web belt. The belt buckle is a low rectangular clasp, and a neon green pouch hangs on his right hip; the pouch flap repeats the purple diamond lattice. The trouser legs are strewn with colorful appliqués: sharp green zigzag bars, orange numerals such as a stylized ninety-three, hollow aqua triangles, indigo hexagon outlines, and small clusters of yellow dots. Deep cargo pockets balloon at mid-thigh under velcro-sealed flaps, and elastic gathers the cuffs just above his ankles, creating stacked

folds. High-top sneakers complete the outfit with an array of saturated hues. Rich purple leather covers the toe boxes and ankle collars, while matte black panels lie along the sides. Thick neon green hook and loop straps stretch across aqua foam tongues, mostly hiding slim purple laces threaded through black eyelets. Orange midsoles sit atop yellow rubber outsoles that show a dense herringbone tread at the edges.
Suit Properties: sound profile and emotive shutter lenses.

Hellfire Gala 2023 Suit

Origin: This suit blends Spider-Man's suit with fashionable flair, as Miles attends the X-Men's annual Hellfire Gala on Krakoa.
Debut: X-Men: Helffire Gala 2023, Vol. 1 #1 Variant Cover (2023).
Unlocked: Available for free with update v1.002. There are no alternate Suit Styles.
Suit Description: A mask made of deep sapphire material crisscrossed by glowing aqua lines that divide the surface into irregular panes covers all of Miles's head. Rectangular goggles with thick neon coral frames and luminous orange red lenses cover the eye area. A crest of translucent electric cyan strands rises from the crown, shaped like short curly hair, and a soft seafoam glow outlines the edge of the mask at his neck. His torso is covered by a violet evening jacket patterned with labyrinth-like swirling lines in darker violet. Bright crimson trim edges the lapels and hem, while slim teal piping traces the inner seams of the sleeves. Beneath the open jacket sits a crisp white waistcoat tailored close to the body and ending in two long pointed panels that drape over his hips. The sleeves share the violet swirl pattern, and his hands are fitted with smooth charcoal gloves that extend just past the wrists, each glove rimmed by a faint aqua glow from the underlying suit. Below the waistcoat, semi transparent indigo trousers cling to his legs. The fabric is shot through with shifting networks of electric aqua and sky blue crackle lines, and a slim fuchsia stripe runs down the outside of each leg from waist to cuff. A translucent tailcoat panel, tipped in crimson, hangs behind him to mid thigh. Tall lace up boots styled like athletic sneakers cover his feet. They are finished in vibrant magenta leather peppered with tiny pastel pink speckles and broken up by curved lavender panels at the ankles and toes. Thick pastel pink laces weave through broad eyelets, and sturdy lavender soles ground the overall design.
Suit Properties: sound profile and emotive shutter lenses.

King in Black Suit

Origin: Insomniac original. This suit blends Miles's Classic Suit with the Venom symbiote, including motifs and emblems of the god of the symbiotes, Knull, also known as the King in Black.
Debut: Marvel's Spider-Man 2 (2023).
Unlocked: Available after completing all "Symbiote Nests". Alternate Suit Styles cost 35 Tech Parts and 2 City Tokens.
Suit Description: The suit covers Miles in a glossy jet black symbiote skin that gleams like wet oil. The mask features white almond shaped eye lenses edged with thin red rims, and a vivid

red spiral, the mark of Knull, sits squarely on the forehead while a fine red web grid spans the rest of the mask. A stylized deep red dragon emblem, Knull's symbol, starts beside his right collarbone, sweeps diagonally across the chest, and narrows into a tapering tail that ends near the left hip. Bone white armor plates cap the shoulders and upper chest; they overlap like a carapace and rise into three long horns on each side that thrust forward and upward. The black material continues down the arms, but both forearms are tightly wrapped in many layers of dusty gray cloth strips whose loose ends hang past the wrists. The gloves flow seamlessly from the symbiote, leaving smooth black fingers. The legs share the same slick black surface, and each foot is framed by angular deep red plating that runs along the outer sole, forms a sharp tip over the toes, and wraps back around the heel.
Suit Properties: Symbiote sound profile and emotive organic lenses.
• Style 2: Resembles Carnage. The symbiote shifts to a saturated crimson that coats the entire suit with a glossy wet finish. White eye lenses keep their brightness while thin crimson rims and the vivid red spiral stand out against the mask. A jet black dragon emblem stretches across the chest and black vein like ridges trace the ribs and limbs. Pale ivory shoulder horns remain unchanged, the layered forearm wraps stay dusty gray, and the angular toe and heel guards adopt deep scarlet to match the body.
• Style 3: Resembles Anti-Venom. The suit turns into a brilliant ice white surface that sparkles faintly like crystal snow. The mask shares the same white, but the web grid, the forehead spiral, and the eye surrounds become dusk blue while the lenses darken to a smoky charcoal tint. A deep slate blue dragon emblem cuts across the chest and fades toward the waist, echoed by fine blue accent lines along the suit seams. Jagged shoulder armor takes on a dark steel gray sheen, the cloth wraps appear nearly black with a blue cast, and the footwear keeps the icy white with subtle silver reflections.
• Style 4: Resembles the Lasher symbiote. The symbiote becomes translucent jade and aqua, filled with swirling luminous flecks that give the suit a liquid glow. The mask follows the watery palette, and the eye lenses appear pearly off white that softly reflects light. A bright lime green dragon emblem rests on the chest while the underlying web pattern shows as slightly darker teal filaments suspended within the clear surface. Shoulder spikes change to pale golden ivory, the forearm wraps look muted moss green, and the feet share the same translucent aqua marbled with jade tones.

Red Specter Suit

Origin: Insomniac original, designed by artist Sweeney Boo. This look fuses a Spider-Man costume with both tactical and fashionable aesthetics.
Debut: Marvel's Spider-Man 2 (2023).
Unlocked: Digital Deluxe Edition exclusive. There are no alternate Suit Styles.
Suit Description: The suit covers him from head to toe in graphite gray material that shows a very fine diagonal weave when light passes over it. A broad crimson stripe runs along the center of the hood from the crown to the brow, then breaks into uneven rectangular drips that look like suspended drops of paint that hang over the mask. Thin aqua piping traces the edge of the hood and continues down the sides of the suit, giving the gray fabric a faint cool glow. His mask presents two large almond shaped eye lenses that shine bright white. Each lens is framed first

by a thin black rim and then by a narrow crimson ring that deepens the contrast. The lower half of the mask forms a smooth respirator panel filled with pale silver rectangles arranged in neat rows, almost like tiles. This same rectangular motif repeats on the segmented armor that wraps his forearms, elbows, and the backs of his gloves, making each finger look as if it were plated in small metallic tiles. Across his upper torso, a wide white harness crosses over the shoulders and chest to form an X before meeting just above the sternum at a downward pointing V shaped connector. Slim aqua seams outline the inner edges of the harness and continue along the sides of his ribs. Beneath the harness two angled crimson bands accent the lower chest and flank panels, adding a bold splash of color against the gray foundation fabric. A single crimson ring encircles each bicep. The wrist cuffs are broad crimson bracers that transition into graphite gray gloves whose finger segments are outlined by the same pale silver rectangles seen on the respirator. From the hips downward, the front of each leg is clad in a wide crimson panel mottled with darker flecks that resemble weathered paint. The sides and back of the legs remain graphite gray and are edged by slim aqua seams. Gray straps set with red buckles cross the lower thighs and shins, echoing the X of the chest harness. His boots integrate smoothly with the suit. The uppers are graphite gray, but rounded crimson toe caps and thick crimson outsoles add vivid contrast. Two broad gray straps secure each boot across the instep and the lower shin, while a smaller red clasp sits just above the ankle for additional security.
Suit Properties: sound profile and emotive shutter lenses.

Shadow Spider Suit

Origin: This suit was worn by Miles when the Champions were transported to Weirdworld, a fantasy setting where Miles received a makeover as a stealthy rogue.
Debut: Champions, Vol. 2 #25 (2018).
Unlocked: Available at Level 18. Costs 45 Tech Parts and 3 City Tokens. Alternate Suit Styles cost 35 Tech Parts and 2 City Tokens. This suit and its styles are unlocked early as a pre-order bonus.
Suit Description: A hood drapes smoothly in deep black satin over Miles's head, its front edge carrying a narrow crimson band that continues unbroken around the face opening. A seamless black mask covers the entire head and face, leaving only two oversized white eye lenses that angle sharply toward the temples; each lens has a clean silver frame that follows the almond shaped contour. Below the eyes a vivid red section wraps from cheek to cheek across the mouth area in a broad trapezoid that points downward at the center and connects to a slim crimson stripe that traces the jawline to the base of the throat. The chest and abdomen display alternating panels of matte black fabric and raised quilted padding arranged in neat diamond pattern rows, with the padded sections positioned on the upper chest and the outer flanks of the torso. A bright red stripe begins on the right shoulder, cuts diagonally across the chest like a sash, and meets a low profile black belt whose surface is broken by four small rectangular silver fasteners. Segmented black armor plates hug the length of each forearm and upper arm; every plate is outlined by a thin red border and rests over form fitting dark fabric sleeves that show minimal wrinkling. The gloves are solid black with smooth palms and faint panel seams that circle each finger joint. Two loose black utility straps hang vertically from the left hip to mid thigh, each strap ending in a square silver buckle, lying flush against the leg without twisting. The

outer thighs and calves bear elongated quilted cushions that mirror the diamond pattern on the chest, while the inner legs remain plain, giving a clear division between textured and flat surfaces. Sleek black boots rise to just below the knee; red piping outlines the kneecaps, traces a narrow line down the center of each shin, and finishes at reinforced, beveled toe caps. A long black cape descends from the shoulders to mid calf, spreading slightly as it falls; its entire face is covered by fine red lines that intersect at uniform right angles to create a large grid resembling a simplified spider web, and the cape ends in softly scalloped points that echo the grid's geometry.
Suit Properties: Textile sound profile and emotive shutter lenses.
Unique Features: The suit features a long cape that dynamically flows, drapes, and shifts with Spider-Man's movements.
• Style 2: The hood and all major suit panels switch to a smooth ivory white that replaces the original black fabric. Every former crimson accent becomes rich metallic gold, including the narrow stripe around the hood opening, the diagonal sash on the chest, the piping along the arm guards, the trim on the knees, and the outlines on the boots. The mouth section of the mask now gleams warm gold and the eye lenses adopt a muted gold tint set in their silver frames. The cape stays black but its grid of web lines glows golden yellow, completing a crisp white and gold palette framed by black.
• Style 3: The primary fabric turns to deep marine blue with a subtle aqua sheen that covers the hood, torso, arms, and legs. All previous red highlights glow vivid cyan, so the chest sash, hood edging, arm-guard piping, knee outlines, and belt details now radiate bright aqua. The mouth cover matches this neon aqua while the eye lenses shift to icy blue that stands out against the darker suit. The cape appears semi-translucent blue and its web grid is traced in luminous cyan, tying the cool blue spectrum across every element.
• Style 4: The base suit fabric changes to a calm ocean blue that blankets the hood, torso, and limbs. Bold magenta replaces every accent line, turning the chest sash, hood rim, arm-guard piping, knee outlines, and belt brackets into striking hot pink. The mask's lower face segment mirrors this bright magenta and the eye lenses stay white while a thin pink frame surrounds them. A light silvery gray cape hangs behind and its web pattern shifts to soft aqua, letting the intense magenta details on the suit stand in vivid contrast.

Tokusatsu Suit

Origin: Insomniac original, designed by artist Julia Blattman. This suit takes inspiration from Japanese Tokusatsu movies and television shows known for their use of mechsuits and practical effects, later inspiring such shows as Power Rangers.
Debut: Marvel's Spider-Man 2 (2023).
Unlocked: Digital Deluxe Edition exclusive. There are no alternate Suit Styles.
Suit Description: The suit encloses Miles from head to toe, combining a deep black bodysuit with layered steel gray armor and vivid red orange illumination. The helmet is smooth and rounded with a glossy finish that catches faint highlights. A single black visor shaped like an elongated diamond occupies the face and is bordered on each side by glowing red orange channels that travel over the crown in sweeping lines before disappearing at the rear. Thin raised ridges run front to back across the top of the helmet, each groove edged by the same

luminous color. A high armored collar flows into broad angular shoulder plates that jut outward and taper to sharp points. Those plates and every gray armor panel on the suit have faint brushed metal textures and recessed seams lined with red orange light. The chest armor forms a stylized insect like carapace composed of overlapping segments. At its center a swirling circular emblem sits inside a diamond outline, both filled with pulsating red orange energy that seems to glow from within. Two curved bands of light trace the upper border of the chest plate and sweep down along the pectorals before turning sharply toward the abdomen. Beneath the armor, the underlying fabric is tight and ribbed with evenly spaced horizontal ridges. Narrow red orange seams run along the outer edge of each arm from the shoulder joint to the wrist, intersecting with thin diagonal seams that follow the contours of the triceps and biceps. Steel gray gauntlets cover the forearms; each one expands into a flared blade like cuff that rises above the elbow on the outer side while the inner edge hugs the arm. Luminous lines fill recessed channels on the gauntlets, wrap around the wrists, and form small hexagonal shapes across the knuckles of his gloved hands. At the sides of the torso, tapered gray plates protect the ribs and converge into a wide angular V just above the waist. The hips and thighs are mostly fabric, but a single red orange line drops straight from the hip curve and bends around the front of each knee where it frames a small diamond motif. Long shin guards begin just below the knee and terminate at the ankles. Each guard consists of an inner steel gray plate and an outer bright red orange exoskeletal frame whose sweeping curves leave open windows that reveal the black fabric beneath. The frame narrows along the calf then flares again around the ankle, creating a dramatic silhouette. At the boots, a steel gray instep plate connects to black heel armor while the toe caps and soles burn with solid red orange color. A lattice of thin glowing bands crosses over the front of the ankles and continues down the bridge of each foot, linking the boot to the luminous lines on the shin frame.
Suit Properties: sound profile and emotive shutter lenses.

Upgraded Suit

Origin: Insomniac original. This is the suit available for Miles at the start of the game, building upon his Classic Suit from his solo title.
Debut: Marvel’s Spider-Man 2 (2023).
Unlocked: Available by default. Alternate Suit Styles cost 50 Tech Parts and 2 Rare Tech Parts.
Suit Description: The suit is built on a deep jet black base that alternates between two finishes. The mask, inner arms, torso sides, and the backs of the legs show a smooth matte surface crossed by clean red web lines that trace a regular grid and converge at the center of the face. Across the chest, shoulders, outer arms, hips, knees, and shins, the black shifts to a glossy carbon fiber texture made of dense diagonal graphite strands that catch highlights in a subtle checkerboard. A vivid candy red spider emblem starts at the sternum with a rounded abdomen, then sends four broad legs upward and outward. The upper pair curves over the collar bones to wrap the top of each shoulder, while the lower pair runs straight down the ribs before narrowing into uninterrupted red panels that cover the entire outer arm from the deltoid to mid forearm. A slim silvery ring separates these red panels from the black glove section at each wrist. The backs of the gloves match the high gloss red and end in five segmented plates over the knuckles while the palms, fingers, and inner wrist remain black. Two parallel raised black bands

circle the waist forming a segmented belt that sits just above the hips. The thighs and calves display faint angled seam lines that contour the muscle groups and connect to dark graphite knee pads shaped like elongated octagons recessed into the fabric. A red wedge fills the curved arch on the inside of each ankle then flares across the heel and toe to create continuous crimson soles on the boots.
Suit Properties: Spandex sound profile and emotive shutter lenses.
• Style 2: Resembles Peter's Advanced Suit 2.0. The black foundation is replaced with rich sky blue that wraps the mask, the inner arms, the sides of the torso, and nearly the entire length of the legs. A bold crimson patch begins at the sternum, spreads over the chest and shoulders, and continues down the outer arms to each wrist. A bright white spider emblem sits at the center of this red field and its legs ride along the crimson panels for sharp contrast. White lenses rest in red frames and matching crimson soles finish the blue boots.
• Style 3: Vaguely resembles Peter's Fear Itself Suit. The suit keeps a matte charcoal black base that spans the mask, torso, arms, and legs. A vivid electric cyan spider outline forms a wide V shaped chest panel, then sweeps over the shoulders and down the outer arms before narrowing midway along each forearm. The mask shows an even grid of thin cyan lines and the eye lenses glow with the same bright blue tone. Additional cyan accents trace key seams on the thighs, knees, and boot soles so the electric blue glow stands as the only color against the black surface.
• Style 4: Resembles Peter's Armored Advanced Suit. The suit inverts the design with brilliant white dominating the mask, torso, arms, and legs. Bright crimson shapes the spider across the chest, shoulders, and outer arms and runs straight to slim cuffs at the wrists. A fine red web grid covers the white mask, while pure white eye lenses are edged by a thin red border. Light dove gray panels frame the hips, knees, and shins and solid crimson soles anchor the boots.

Changelog

V1.0: Official launch of the visual guide, including visual descriptions for every Peter and Miles suit in the game.

• Added information on the different Suit Sound Profiles, Emotive Eye Lenses, and Spider Arms that are featured in each suit description.

• Peter Parker: Added 45/45 Suits and 72/72 Suit Styles.

• Miles Morales: Added 14/45 Suits and 21/79 Suit Styles.