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Spider man ps4 silver lining trophy guide

This guide refers only to CTNS: Silver Lining DLC Trophy Pack. For the full guide to the basic game trophy, including the New Game Plus trophies and the Remastered Edition trophies, see this [Marvel Spider-Man Trophy Guide](#). We also have a complete trophy guide for CTNS: The Heist DLC, and a complete trophy guide for CTNS: Turf Wars DLC. Note that in the PS5 Remastered version of this title, you can synchronize the save for the PS4 version of the game and immediately unlock all previously unlocked trophies. Phase One - Complete the story To begin with, you just want to complete the main story campaign of the game by going to the yellow crossing points and completing the goals there. By doing so, you will unlock the following trophies naturally with zero extra effort. Complete the Old Friends Mission Complete Mission One Plus One Equals Win Phase Two – Cleanup In this phase, you will work around the map and collect full collectables/events until all markers on the map are marked as complete. You may have done a good deal of this during the first phase, but now it's time to mop up! 100% full CTNS: Silver Lining You'll need 100% completion for this trophy, which means completing all story missions and getting 100% completion on each district by collecting all Crime Scene Recordings, as well as completing all five Screwball Challenges, all side-missions, all three Olympus Hideouts, and all Hammerhead Crimes. This will only take about 3 hours. There is not a lot of content and as DLC only takes place in a few districts, you won't have things to do in each district. Note that the murders in this DLC appear to have reproductive problems as often as those in the base game and two other DLC packages. The quick journey between districts seems to require one to spawn, though, so try that if you're struggling. Get spectacular or better in all Screwball Challenges Immediately after your first mission in this DLC, the most annoying villain in games makes a comeback, giving you the next assignment. Upon completion of this Screwball mission, you will unlock 5 more

screwball challenges that are found at Screwball icons on the map. But at least you can be glad that this will be the last time you have to do this... You will need to complete each challenge while meeting the spectacular conditions (shown on the left) to unlock the trophy. You can use the map to track what rating you have in each challenge. Complete Screwball TrackingAfter completing all five Screwball challenges (no matter what rating you get) you will be given a secondary assignment. Complete the lateral mission to unlock this trophy. Complete the mission Supporting a ManIn this DLC Unlock enemy base events called Olympus Hideouts. Like all enemy bases, you will have to defeat 6 waves of enemies to complete the complete Activities. Once you've finished all 3 bases, you'll get a phone call resulting in a lateral mission to the docks in the Financial District. Once you have completed this secondary mission, this trophy will unlock. Complete Scales of Justice missionLate in the story, you will find some yellow tape leading to the first of nine voice recorders hidden throughout the city, and the rest will be marked on the map with pale blue magnifying glass icons. Find all 9 and you'll get a new secondary mission to complete. Fill it out and this trophy will unlock, simple! Thanks for choosing PlatGet as the source for this guide, consider checking our reviews and other guides! Go back to Marvel's Spider-Man Trophy main guide. Follow us on twitter @GetPlat or Instagram @platget for updates on new reviews and guides, as well as small anecdotes about our platinum trips. HomeGuideMarvel's Spider-Man Trophy Guide and Roadmap are a total of 51 trophies/achievements in Marvel's main Spider-Man game and 74 in total, including DLC trophies. Follow this Marvel's Spider-Man Trophy Guide (A Succeeds) & Roadmap to help you get Platinum and 100% Completion. There are unmarked spoilers in this guide. Any questions or comments? Leave them at the bottom. UPDATE (25.12.2018): This guide is now 100% complete since all DLC has been released. Previous updates10.10.2018 – There is now a difficulty-related trophy (Ultimate) with the new 1.07 update, along with a new Game+ trophy. These two trophies will not affect Platinum, but will affect the completion percentage. Trophies for the first DLC - The Heist, are also available. Current status: 100% (Ongoing) Total Trophies: 74 Trophy Difficulty: 2/5 Minimum Playthroughs: 1. 100% Completion Time: ~30 hours (main game), additional 10 hours for all DLC (except New Game+) Marvel's Spider-Man Trophy Guide - RoadmapDisclaimer: This Marvel's Spider-Man Trophy Guide and Roadmap is provided for free (meaning it doesn't cost anything). It is your duty to make sure that you have done proper due diligence in researching, checking, and preparing your own playthroughs. I am not responsible for any waste of time, how regrettable and unintentional that can be. The information provided in this guide aims to be as accurate as possible, but may contain errors (please let me know about them). If you accept this - read on. This game has an easy platinum - no trophies related to difficulty or loser, but requires significant investments over time. There is a post-game after the main story was beaten (you can finish 15~20 hours), and the last trophy probably before Platinum 100% all districts completing one – I Heart Manhattan.Thug, Demon, Prisoner, and Sable Crime will have you grinding away for most post-game. post-game. there are 5 crimes required for each faction, and about all districts have each faction. Fortunately, the game will only spawn the crime factions you need to complete the district. Gameplay tip: If you have problems with lab puzzles, you can access Settings - Accessibility and enable the option to skip puzzles. You will still unlock a bit of a Fixer-Superior trophy. There is no downside of skipping puzzles. Another thing, be sure to save all Challenge tokens for unlocking costumes. If you use these gadgets and their upgrades, you might find yourself having to grind into gold medals to get enough. A Suit For All Seasons is the costume trophy. There is not a lot of guidance required for this game, but there are a few tips to help you unlock or save time, so be sure to take a look through the trophies below. Marvel's Spider-Man Trophy Guide - Trophie Greater - Collect all TrophiesUnlock each trophy. This will probably require 30-35 hours as an estimate. Superior Spider-Man - Unlock all skillsThere are 34 total abilities to unlock among the three types: Innovator, Defender, and Webslinger. I would recommend focusing on the first combat skills (Defender tree), but that is your personal preference. Unlock the full potential of combat skills will help you complete your crimes faster and easier. I Heart Manhattan - 100% complete all districtsFinish all activities in all districts. You can find unfinished activities in the map legend for a district. Master of Masters - Defeat TaskmasterTaskmaster can be fought twice – the first time as an introduction (after making a few challenges), and finally a second and last time after you have completed all its challenges. He will appear and take Spider-Man against his will, so there is no need to locate him. The trophy unlocks after you beat him last time. Backpacker - Collect all Backpacks Backpacks can be found on the map once the surveillance towers are all activated in a district. Cat Prints – Watch down Black CatSolve all Black Cat Stakeouts to track down Black Cat. The first stakeout is part of the main mission, so you can't lose it. Inner Sanctuary - Take down every Demon WarehouseDemon Deposits opens after a certain point so passed into the main story, near the beginning of Act 2. Their icon on the map is the same as the trophy icon. All the King's Men - Take down every FiskLua Hideout down every Fisk Hideout. Advance through the main story to unlock Fisk Hideouts.Mercenary Tactics – Take down every DesableLua Outpost down each Desable Outpost. Advance through the story To unlock Sable Avaposts.Back in Slammer – Take down every CampTake Prisoner down every Camp Prisoner. Advance through the main story to unlock Prisoner Camps.Neighborhood Watch - Complete All Faction Faction in a districtThere are 4 types of faction: Thug, Demon, Prisoner, and Sable. They will unlock as the main story progresses. A Costume for All Seasons - Buy All CostumesThere are over 20 costumes in the game, but not all of them are needed to unlock this trophy because some are season Pass bonus suits. A few unlockable costumes also don't matter, would be black cat costume, or ESU costume (obtained from snapping all Secret Photos). Schooled – Complete all corrupt student missionsThese are classified as secondary assignments that you get from ESU student Phillip Chang. The first chance you get at these missions is after the main story mission: Uninvited, in the middle of Act 2.College BuddiesTick TockOver's HeadA Matter of DebateHome Team AdvantageAmazing Coverage – All surveillance towers enabled A task given to Spider-Man near the beginning of the game at Yuri. Activate all towers in all districts. Short Fuse – Get Spectacular or better in a Taskmaster Bomb ChallengeGet a Blue (Spectacular) in Taskmaster Bomb Challenge.Fists of Fury – Get Spectacular or better in a Taskmaster Combat ChallengeGet a Blue (Spectacular) in Taskmaster Combat Challenge.Ninja – Get Spectacular or better in a Taskmaster Stealth ChallengeGet a Blue (Spectacular) in Taskmaster Stealth Challenge.Spy Hunter – Get Spectacular or better in a Taskmaster Drone ChallengeGet a Blue (Spectacular) in Taskmaster Drone Challenge.Challenge Finder – Complete every Taskmaster Challenge in the city onceConda and Bombs Taskmaster challenges are introduced as a main story mission: What's in the box? during Law 2. Stealth and Combat Challenges will unlock later in the game during Act 3, after the main story mission: Into the Fire.&D – Complete all research stationsResearch escapes as a main story mission: Harry's Passion Project during Act 1.Demons Emerge – Complete Act 1The game's assembly is the beginning of Act 1. Act 1 is completed after the completion of the main story mission: And the prize goes to The Six Assemblies – The Full Act 2Start of Act 2 begins with the main story mission: Dual Purpose and ends with the main story mission: Out of the Frying Pan.... End Game - Complete Act 3Act 3 begins with the main story mission: Quarantine and end with the final story mission: Pax in Bello.Science FTW! - Craft 15 UpgradesThese are Gadget upgrades. You must use the various tokens you win to upgrade your gadgets. Marvel's Spider-Man Trophy Guide - Main BossesKnocking Down Kingpin - Defeat FiskThis is probably the first trophy you will unlock, from Mission: Main Event. Fisk is immune to attacks until you use environmental objects hit it with, or shoot it with sails (R1 button) about 4-5 times. Staying Positive - Defeat Of LiUnlocked in Act 3, Main Story Mission: Heart of Matter. Allow Martin Li to use demon attacks, while dodging them. After a bit, you will drain it and be vulnerable. The fight will have a second phase with the giant demon Nioh. For the final phase, you will have to throw back the missiles that are launched, back to Nioh.Grounded - Defeat Electro and VultureUnlocked in Act 3, Main Story Mission: Picking Up the Trail. Electro will need to be immobilized with the Spider-Man web shooter (R1 button) before it can be attacked. Vulture's attack will have to be avoided before you can make him rush. He also has another attack that pulls feathers, and those feathers can be thrown back at him. Sting and Smash - Defeat Scorpion and RhinoUnlocked in Act 3, Mission The Main Story: Heavy Hitter. Spider-Man will have to use environmental objects to stun Rhino. The scorpion must be immobilized with sails. Tombstone Takedown - Defeat TombstoneTo even be able to fight Tombstone, you have to complete three side missions: MovingWhat is he building there... Let's get ready to ... Tombstone Side Missions will unlock in Act 2 after Mission Main Story: Up the Water Spout... Shock and Awe - Defeat shockerUnlocked in Act 1, Mission Main Story: Financial Shock. Shocker will use his beam attacks, which will drop giant boulders. Use these to amaze him for lethal attacks. For the final phase of the fight, Spider-Man will have to bring down the giant structure on Shocker to end the fight. Wing It – Cross over the city's rooftopsI'm not sure there's a way to track the progress of this trophy, but I took it while going after backpack collections. This is a trophy that should come naturally as you play the game. King of Swing - Complete a Level 1 Traversal BenchmarkThis should be unlocked naturally as you play the game. If you want to work actively for it, look for landmarks with the icon running, similar to the trophy icon. And sit down! – Complete a Level 1 Combat BenchmarkThis should be unlocked naturally as you play the game. If you want to actively work for it, look for the landmarks with the punch icon, similar to the trophy icon. Dove Hunter – Catch all Howard's pigeonsSecondary mission for Howard unlocks near the beginning of Act 2 after Main Story Mission: Hidden Agenda. Secondary mission: Helping Howard will unlock in Chinatown District. Complete the lateral mission to unlock the achievement. Hug It Out – Knock together 10 pairs of enemies with Trip MinesTo beat a couple of enemies together, find them grouped into a group and shoot one of the enemies with my trip. If the trip mine thrown at the enemy is aligned with another enemy, my trip will trigger and both will be knocked out. Do this ten times. Trip me gadget unlock at the beginning 2, during the main story mission: Dual Purpose.Friendly Cartier Cartier – Complete all the secondary missionsList below are all the side missions you need to complete to unlock this trophy. They become available as you progress through the main missions. There are 5 secondary assignments from the ESU student in Greenwich, and 3 for Tombstone. Network Is Down (Financial District) Storming Castle (Upper East Side) Spider-Man PI (Greenwich) Spider-Men (Harlem) Helping Howard (Chinatown) Internet Famous (Harlem) Tombstone: Moving (Greenwich) Tombstone: What is he building there... (Harlem) Tombstone: Let's get ready to... (Harlem) Snipe Hunt (Financial District)College Buddies (Greenwich/Financial District)Tick Tock (Greenwich/East Harlem)Over His Head (Greenwich/Upper West Side)A Matter of Debate (Greenwich/Financial District)Home Team Advantage (Greenwich)Error: File Not Found (Hell's Kitchen)The Scientific Method – Craft your first UpgradeUnlock this trophy thought to your Gadgets and upgrades to any of them. Spider-Sensitive - Perfect Dodge 10 attacksThe Perfect Dodge skill must be unlocked through the Skill Defender tree. Overdrive - Complete 10 TakedownsPa vehicles looking for random crimes around the city involving vehicles. Later in the game, a lot of escape vehicles murder disappear in a district until they complete the murders from other factions (Demon, Prisoner, Sable). With Great Power... - Tributes to Ben ParkerBen Parker's grave is in the cemetery area north of Manhattan Island in the Harlem District. It's in the northwest. Hero for Higher - Perch atop Avengers TowerAvengers Tower is located on the Upper East Side district. It's close to the center of the district - just a little south of the police station. You will climb this while looking for backpacks in the game. Sights - Photograph all the landmarks on MapUnlock all the landmarks in a district by activating all the surveillance towers in a district. Highlights are introduced in the main story mission: Landmarking, at the beginning of Act 1.Born to Ride - Subway Ride 5 times the fast travel is unlocked sometime in the middle of Act 2, Spider-Man can use research stations or police stations to ride the subway. Sticky and Tricky - Chain 4 unique tricks before landingUnlock Webslinger - Air Skill Tricks to be able to do tricks. Get some major air while web-slinging past tall buildings, and you'll be able to chain more tricks. Press the analog stick on the left in a different direction to perform a different unique trick. Snappy Dresser - Wear 5 new Spider-SuitsIt should unlock naturally. Arachnophobia - Perform 75 Stealth TakedownsPerch takedowns and Web Strike Takedowns can be performed while in stealth. Unlock the extended perch takedown ability from the Innovator skill tree for more game. Lost and Found - Collect 5 BackpacksUnlock all Backpack locations in a district of all the surveillance towers in a district. Backpacks are introduced in the story mission: Keeping The Peace at the beginning of Act 1.Spider-Man About Town – Greet 10 citizensWhile walking the streets like Spider-Man, random citizens will have the triangle button promptly appear. Interact with them to greet the citizen. I found a lot of people walking around the streets of Harlem.Cat's Out of the Bag – Collect a Black Cat CollectibleThis is unmissable because it's part of the main story. In Act 1, complete Mission Main Story: Stakeout.A Bit of a Fixer-Upper – Complete all optional projects in labPeter Parker needs to complete all 10 spectrography and 10 circuit projects. Are you having trouble getting into the lab? You can access the lab after the main story is completed. If you have problems with them, you can pause the game and go to 'Settings', 'Accessibility' and turn on 'On' to skip puzzles. Press R1 during a puzzle to skip it. You don't miss anything by skipping the puzzle, and you can still unlock the trophy. Ace the Base – Complete all goals in a Complete Hideout Fisk base (pink crown icon) with all bonus goal conditions completed to unlock this trophy. You can reload them if you screw up. Marvel's Spider-Man Trophy Guide — New Game+One More Time — Complete a New Game+ playthroughOnce you've finished the main story, go back to the slot selection screen on the main menu. By pressing the 'Square' button, you can create a new Game+ save in an empty save slot. Power and Responsibility – Complete a playthrough on Final DifficultyWhile you start a new game or game+, you can now select Ultimate Difficulty. You can't load a rescue just before the final boss, change the difficulty at Ultimate, and play until the end of the main story and expect to unlock this achievement. I've already tried this. It must be from the very beginning, and I suggest you don't mess with the difficulty settings at all in your playthrough. Focusing only on the main story missions, skipping cutscenes, should take you less than 7 hours. This is probably best done on New Game+, with all upgrades and Spider-Man to or close to level 50. My favorite costume mods: kinetic power cells, discharge power cells, and threat sensors. The strength of my suit is Quad Damage. Here is a little trick: Quad Damage works with the Electric Web gadget. If you're swarming with enemies, turn on Quad Damage and spam electric webs all around you. Marvel's Spider-Man Trophy Guide - CTNS: The Heist DLCsed by city - 100% Complete CTNS: HeistComplete all Main Story, all The Maggia Murders, find all the hardy stolen art, and complete all the Screwball challenges to get 100% complete. Hardy's stolen art doesn't appear on the map until you're in the district that. That. In. As for screwball challenges, you don't need a certain rank; just completion. Screwy – Get Spectacular or better in all the challenges ScrewballScrewball challenges are introduced during mission The Main Story: Something is Screwy. You just have to get spectacular or Ultimate for it to matter. Cat Came Back - Complete Maria MissionFirst Mission Main Story of Heist DLC.Here Kitty-Kitty – Complete Black Cat ChaseComplete Mission Main Story: Tracking Truth.Bye Felicia - Complete Follow The Mission MoneyComplete Mission Main Story: Follow Money.The Long Con – Complete Like a Violin MissionComplete Side Story Mission: Like a Violin. This secondary mission becomes available after you find all Hardy's Lost Art.Disorganized Crime – Complete all crimes in a districtMaggia Crime are the new faction in Heist DLC. There are five murders per district, but fortunately only four districts that have these murders: Greenwich, Midtown, Hell's Kitchen, and Upper East Side.Marvel's Spider-Man Trophy Guide – CTNS: Turf Wars DLCThe City is My Family – 100% Full CTNS: 100% Turf WarsGet in All Districts by Completing All Activities in Turf Wars.Turning – Get Spectacular or Better in All Screw Challenges ScrewballScrewball Challenges Are Introduced During Mission Main Story : Season two. You just have to get spectacular or Ultimate for it to matter. Pulling the trigger - Complete Blindsided missionComplete Mission Main Story: Blindsided.Crossing The Thin Blue Line - Complete Mission LockupComplete Mission Main Story: Lockup.Steel Skull, Glass Jaw - Complete the Bring the Hammer Down MissionComplete The Main Story Mission: Bring the Hammer Down.Prohibition - Take down every Hammerhead FrontJust as the description says. Gang War - Complete all crimes in one districtMore crimes to complete. Luckily, I'm not in every district. Marvel's Spider-Man Trophy Guide - CTNS: Silver Lining DLCThe City Sleeps - 100% Complete CTNS: Silver LiningGet 100% in all districts by completing all activities in Silver Lining.Screwballed - Get Spectacular or better in all ScrewballScrewball Challenges are introduced during Mission Main Story: Season 3. You just have to get spectacular or Ultimate for it to matter. Frenemias - Complete Old Friends missionComplete Mission Main Story: Old Friends.Unplugged - Complete chase ScrewballThis is from Lateral Mission: Wrap Party, which is unlocked once you've finished all screwball challenges. Completed – Complete One Plus One Equals Win MissionComplete Mission Main Story: One Plus One Equal Win.The War Wages – Complete Supporting a Mission ManTo Unlock Mission Side: Supporting a Man, must complete all all Hiding. Then Obademi will contact you and ask for help. Unacceptable - Complete the Scales of Justice missionTo unlock The Side Mission: Scales of Justice, you must find all crime records. The collection crime recording will be introduced at some point while playing through the Main Story. Marvel's Spider-Man Trophy Guide - ConclusionThis concludes Marvel's Spider-Man Trophy Guide. If you find the guide useful, consider giving a small donation. This helps us move forward (and as a complete circle - we help you again in the future). 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