

76338 Mech Battle Spider-Man vs Doc Ock

Adapted by Arturo and tested by Radar.

Join 2 fully jointed mechs for supersized Super Hero action with Mech Battle: Spider-Man vs. Doc Ock (76338), a building toy gift for boys and girls ages 6 years old and up. Kids can position and pose the 2 mechs to bring imaginative adventures to life along with Spider-Man, Ghost-Spider and Doc Ock LEGO® I Marvel minifigures. Both mechs are highly articulated for maximum dynamic action and have an opening cockpit that holds a minifigure pilot. The Spider-Man Mech is in the Iron Spider style and features 2 movable, button-operated stud shooters. The Doc Ock Mech is equipped with 4 fully articulated tentacles. There are also 2 web ropes that easily attach to mechs and minifigures, and Ghost-Spider has slings that can attach to the Doc Ock mech torso.

The packaging captures the action of Spider-Man and Doc Ock battling in their giant mechs! The front of the box shows Spider-Man's red, blue, and gold mech on the left, facing Doc Ock's green, dark green, black, and gray mech on the right. Spider-Man's mech is firing light blue studs from its shoulder-mounted shooters, while Doc Ock's mech reaches forward with its long mechanical tentacles. Spider-Man is piloting his mech, and Doc Ock is piloting his own. Ghost-Spider is also part of the scene, swinging through the action with white web pieces. The background consists of an urban scene at night, with tall buildings, street details, and a dramatic blue and purple sky that makes the battle feel larger and more dynamic. The top left corner is decorated with the classic LEGO and Marvel logos. In the opposite corner, we have Spider-Man from his chest up in his classic red and blue suit. Above him, you will find the Spider-Man logo. At the bottom and all the way to the right corner, we have the minifigures in the set. These are Spider-Man, Ghost-Spider, and Doc Ock. The left of the box repeats the LEGO logo on top of black and white depictions of several Marvel superheroes in their minifigure form. The back of the box shows another action scene using the same city background. In this case, both mechs are shown facing each other again, with their movable arms, legs, shooters, and tentacles posed in different ways to demonstrate the play features. Spider-Man's mech shows its stud shooters in action, while Doc Ock's mech shows the four articulated tentacles reaching around the build. Ghost-Spider is shown using her web pieces as part of the battle. On the back, there are also small inset images that highlight the opening cockpits where the minifigures can sit, the stud shooter function on Spider-Man's mech, and the flexible tentacle action on Doc Ock's mech. On the top left corner, we have the classic logos of LEGO and Marvel. On the bottom left corner, we have Spidey's logo as well. The right side of the box has a warning in several different languages that states that the set contains small parts and it is therefore not recommended for children younger than 3 years old. The top of the box has the classic LEGO logo, the name of the set in several other languages, and an image of Spider-Man's minifigure on a 1:1 scale. The bottom of the box is a tidy strip that contains the barcode as well as a few technical bits: the LEGO and Marvel logos, the set number, the recycling instructions for the paper/cardboard elements of the set, copyright, and trademark notices.

The build consists of 315 pieces in total, 3 minifigures, and is recommended for ages 6+. Once finished, you will have two mechs. The set consists of 3 numbered bags and 2 instruction booklets.

Welcome to Text-Based Building Instructions from Bricks for the Blind. Here is some helpful information on how to best use screen readers and browsers: bricksfortheblind.org/help-with-screen-readers. Before you start building, here are some terms we will be using:

- In Front of/Front: towards you.
- Behind/Back: away from you.
- Up: towards the ceiling.
- Down: towards the floor.
- Stud: the bump on a LEGO brick. Example: A 2x1 brick has two studs on it.
- Vertically: with the longest side going from front to back
- Horizontally: with the longest side going from left to right.
- Upright: pointing up towards the ceiling.
- Standing upright: The piece is perpendicular to the ground, like a wall.
- Lying flat: The piece is parallel to the ground, like a piece of toast which fell off the table.
- That one/ppp: previously placed piece.
- Plate: piece with studs.
- Tile: smooth piece without studs (unless otherwise specified)
- A jumper plate is a 1x2 plate with a single stud on top, or a 1x3 plate with only two studs on top.
- Hollow stud: a bump on a LEGO brick with a hole, which allows attaching bars.
- "Anti-stud" is a term for the portion of a LEGO piece which accepts studs, like the bottom of a plate or brick.
- Left/right wedge parts: these are parts that when placed in front of you and are pointing to the back, their wedge is on the left/right side of the part.
- Symmetrically: a mirror image. Example: If you place a 2x1 brick with technic connector on the front wall at the right, connector to the front, and then place another such piece symmetrically on the back wall, at the right, the technic connector of the second piece should point to the back, since it will be placed symmetrically.
- Centered-vertically: even amount of space in front of and behind piece
- Centered-horizontally: even amount of space left and right of piece.
- Row: studs lined up horizontally (left to right/side to side).
- Column: studs lined up upright or vertically (top to bottom/back to front).

A note on LEGO Technic™ part names. These parts are somewhat different from regular LEGO bricks. Here are some definitions in case the builder or helper is not familiar with LEGO Technic™.

Axles - An axle is a connector which has an X shaped cross-section. Because their cross section is not round, anything connected to an axle using an axle-hole will rotate with that axle. Axles are longer than they are wide, and the length of an axle corresponds with how many bricks long it is. Aka a 3L axle is three bricks long. Axles come in a variety of lengths, with a 2L axle being the shortest available. They may be combined with pins, or have circular stops on them. A stop prevents the axle from sliding through an axle-hole at a specific point on the axle.

Pins - A pin is a connector which has a circular cross section and a flanged notch out of one or both ends. This flanged notch allows them to click into bricks with a pin-hole. Pins come with and without friction ridges, which are small bumps on the pin which prevent them from rotating freely. For standard pins, black is a high friction pin, and gray is a low friction pin. A standard length pin is two brick lengths long, with a stop in the middle. This prevents a brick from being pushed from one side of the pin to the other. A 1L pin is one brick long and still retains the stop, however it also includes a hollow stud at the other end. A 3L pin is three bricks long, and only contains a stop at one side, allowing two bricks to be pushed onto the other side of the pin. Pins may also have one side which is an axle.

Technic brick - a brick which contains one or more holes which accept technic pins.

Lift-arms - A lift-arm is a basic structural element, similar to a brick or a plate, but usually without any studs. It is a beam with rounded ends and with holes in it, with the same spacing as the studs on a LEGO brick. lift-arms come in a variety of lengths, including a 1x1 lift-arm which looks like a cylinder. Thick lift-arms are as wide as a LEGO brick, and thin lift-arms are half as wide as a LEGO brick, but not the same thickness as a LEGO plate! The holes in a lift-arm arm may accept axles or pins. They also come in a variety of shapes, including tees, els and triangles.

Gears - A gear is a functional element. They are typically discs with teeth on the outside, there are also worm gears which look like a spiraling cylinder! Gears connected by axles transmit or even transform rotational motion!

Axle and Pin Connectors - These elements are typically smaller than lift-arms and are used to connect some combination of pins or axles. They might have pins or axles, as well as axle or pin-holes. They have a lot of different angle combinations! The simplest just connects two axles or pins together in a straight line.

Bushes/Bushings - LEGO Technic™ uses bushes largely as spacers, but they also can reduce friction between rotating parts, or can form useful elements such as handles. Bushes are typically light gray, generally cylindrical, and have an axle-hole running through the middle. They have a flange at the front and back to make them easier to pull on and off

Additionally, it is worth mentioning that besides the printed visual instructions that come with each kit, a PDF version for the set's instructions is always available online at [\[https://www.lego.com/en-us/service/building-instructions/76338\]](https://www.lego.com/en-us/service/building-instructions/76338). This might help a sighted building partner that may want to follow along or low vision users that may benefit from viewing the instructions on a personal device where they can zoom in on content and use assistive technologies to enhance the visuals.

Sorting the pieces:

To begin a successful build, it helps to sort the pieces into groups, bags, or small containers. Have a friend or family member do this in advance following the instructions below. You will see that the pieces should be sorted according to the building steps in the kit. Doing this in advance makes locating the pieces for each step easier. See below on how to sort the pieces to correspond to the steps in this set. Number the containers using letters A-Z, numbers, or meaningful names. The parts will be sorted into one or a small number of steps in the instructions. Example: Steps 1-3 means collect all the parts used in steps 1, 2, and 3 and put them in one container.

This LEGO set comes with 3 numbered bags and 2 instruction booklets. Sort the pieces into groups or piles as described below. Note that where there are multiple colors of the same brick in a step, the colors will be split into 2 groups to make telling the difference easier for the builder!

LEGO includes a few spare parts in case you lose something. Set these into their own group away from the rest, in case you need them later.

Book 1, bag 1 – Spider-Man and Spider-Man's mech

Group 1: page 5

Group 2: steps 1 – 8

Group 3: steps 9 – 17

Group 4: steps 18 – 30

Group 5: steps 31 – 43

Group 6: steps 44 – 49

Group 7: steps 50 – 57

Group 8: steps 58 – 65

Group 9: steps 66.1 – 67.5

Group 10: steps 68 – 74

Book 1, bag 2 – Ghost Spider and Doc Ock's mech

Group 11: page 5

Group 12: steps 1 – 9

Group 13: steps 10 – 19

Group 14: steps 20 – 21.1

Group 15: steps 21.2 – 26

Group 16: steps 27 – 28.1

Group 17: steps 28.2 – 33

Group 18: steps 34 – 40

Book 2, bag 3 – Doc Ock and Doc Ock's mech

Group 19: page 45

Group 20: steps 41 – 48

Group 21: steps 49 – 54

Group 22: steps 55 – 59

Group 23: steps 60 – 65

Group 24: steps 66 – 71

Alright, we are done with sorting. Let's get building!

Building Instructions

Book 1, bag 1:

Group 1 – Spider-Man

Page 5. Locate 1 blue pair of legs, 1 red torso with black webbing, blue arms with red patch with black webbing, and red hands, and 1 red minifigure head with black webbing and large white eyes with black borders. Assemble the minifigure. Ask a sighted friend to make sure that the face print is facing the right way. Spidey is ready!

Group 2 – Spider-Man's mech (torso)

Step 1

Let's begin with the torso of Spider-Man's mech. Place 1 dark bluish gray 4x2x3 cockpit with pin hole and clips in front of you, so that its clips face up and its pin hole faces to the front. Attach the bar of a red chest armor piece to the front-facing clips, so that its studs face up.

Step 2

Flip the build upside-down from right to left, so that the ppp faces down and the pin hole faces to the front. Locate 2 dark bluish gray 1x2 plates with ball on short edge. Place the first one horizontally on the 2 leftmost columns of the back row of the build, so that its ball is to the left. Take the second one and repeat symmetrically to the right.

Step 3

Rotate 1 red 2x4 trapezoid plate horizontally, so that its short side faces to the front. Place its back row on top of the 2 ppps.

Step 4

Place 1 red 1x2 half round tile horizontally on the back row of the ppp, so that its curved edge faces to the front. Then, place 1 dark blue 1x2 plate horizontally in front of the ppp.

Step 5

Place 1 dark blue 1x2 half cylinder brick horizontally in front of the ppp, so that its curved edge faces to the front.

Step 6

Find 2 pearl gold 1x1 round plates with handle. Place the first one behind the left column of the ppp, so that its handle faces to the back left. Take the second one and repeat symmetrically on the right.

Step 7

Place the back row of 1 pearl gold 2x2 round tile on top of the 2 ppps.

Step 8

Flip the build right side up from left to right, so that its pin hole faces to the front and the 2x2 studded surface faces up. Rotate 1 red 2x3 pentagonal tile with a gold stylized spider pattern vertically, so that it points to the front. Place its 2 back rows on top of the 2x2 studded surface, so that it overhangs slightly to the front.

Put Spider-Man's mech build to the side for now.

Group 3 – Spider-Man's mech waist

Step 9

Let's build the waist of Spider-Man's mech. Place 1 dark blue 1x2 plate horizontally in front of you. Rotate 1 red 1x2 plate with 1x2 brick with pin hole so that its 1x2 plate is to the back and its pin hole faces to the front. Place its back row on top of the ppp.

Step 10

Place 1 black 1x2 plate with balls on short edge horizontally on top of the back row of the ppp.

Step 11

Place 2 dark blue 1x1 plates with 1x1 sloped tiles vertically, one to the right of the other, on top of the waist build, so that they slope to the back.

Step 12

Grab 2 red 1x1 plates with 1x2 side studs hanging down. Place the first one on the front left corner, so that its side studs face to the left. Take the second one and repeat symmetrically to the right.

Step 13

Locate 2 dark blue 1x1 quarter round tiles. Place the first one on top of the ppp, so that its curved edge faces to the front left. Take the second one and repeat symmetrically to the left.

Step 14

Insert 1 black 2L technic pin into the front-facing pin hole, so that it protrudes by 1L to the front.

Step 15

Rotate the build so that the ppp faces up and the 1x1 quarter round tiles face to the back. Find 2 pearl gold 1x1 plates with tooth hanging down. Attach the first one upright to the front left-facing side stud, so that its tooth faces to the front. Take the second one and repeat symmetrically on the right.

Step 16

Find 2 dark blue 1x2 curved slope tiles. Rotate the first one horizontally upright, so that its antistuds face to the left and it slopes to the back. Place its front row on top of the ppp. Take the second one and repeat symmetrically on the left.

Step 17

The waist build is complete. Rotate it so that the black pin faces up and the 2 dark blue quarter round tiles face to the front. Bring back the mech's torso, so that its 2x3 pentagonal tile faces to the front and its pin hole faces down. Attach the torso to the mech by connecting the pin hole and onto the top-facing pin.

Put the mech build to the side for now.

Group 4 – Spider-Man's mech right leg

Step 18

Let's build the mech's right leg. Place 1 black 2x6x2 bent plate in front of you, so that its segments face to the right and to the back left. Place 1 dark bluish gray 1x2 plate with ball socket on long edge vertically on the rightmost column, so that its ball socket faces to the right.

Step 19

Rotate 1 dark blue 1x2 plate horizontally. Place its rightmost column on top of the back row of the ppp.

Step 20

Place 1 black 1x1 plate with 1x1 side stud hanging down in front of the right column of the ppp, so that its side stud faces to the front. Then, place 1 dark tan 1x2 plate with 1x2 side studs hanging down horizontally to the left of the ppp, so that its side studs face to the front.

Step 21

Rotate 1 dark blue 2x3 pentagonal tile horizontally, so that it points to the left. Place it on top of the 3 rightmost columns.

Step 22

Attach 1 dark blue 1x1 quarter round tile to the leftmost front-facing side stud, so that its curved edge faces up and to the left. Then, attach 1 dark blue 1x2 right wedge tile horizontally upright to the right of the ppp, so that it points to the right.

Step 23

Rotate the leg approximately 45 degrees counterclockwise, so that its segments face back right and to the left. Place 1 dark bluish gray 1x2 plate with ball socket on long edge vertically on the leftmost column.

Step 24

Place 1 red 1x1 plate to the right of the back row of the ppp. Rotate 1 black 1x2 plate with 1x4 side studs hanging down horizontally. Place its left column in front of the ppp, so that its side studs face to the front.

Step 25

Rotate 2 red 1x2 curved slope tiles horizontally, so that they slope to the left. Place the first one on the 2 leftmost columns on the back row. Place the second one in front of the ppp.

Step 26

Rotate 1 dark blue 1x2 curved slope tile vertically so that it slopes to the back. Place its front row to the right of the ppp.

Step 27

Attach 1 red 1x2 plate with stud and upright clip horizontally upright to the front-facing side studs, so that it is centered horizontally and its clip is to the right. Rotate 1 red 1x2 curved slope tile horizontally upright, so that it slopes to the left. Attach its right column to the left column of the ppp.

Step 28

Attach 1 dark blue short half cylinder brick upright to the rightmost front-facing side stud, so that it slopes up and down. Then, attach 1 pearl gold bucket handle to the front-facing clip, so that its arms point to the right.

Step 29

Attach 1 red 2x2 inverted round tile with rounded bottom under the 2 leftmost columns. Rotate the leg approximately 45 degrees clockwise, so that its segments face back left and to the right. Attach 1 black 2x2 inverted round tile with rounded bottom under the 2 rightmost columns.

Step 30

The right leg is complete. Bring back the mech build. Make sure that its 2x3 pentagonal tile faces up. Attach the right-facing ball socket of the leg to the left-facing ball of the mech's waist, so that the 2 ppps face to the right.

Put the mech build to the side for now.

Group 5 – Spider-Man's mech left leg

Step 31

Let's build the mech's left leg. Place 1 black 2x6x2 bent plate in front of you, so that its segments face to the left and to the back right. Place 1 dark bluish gray 1x2 plate with ball socket on long edge vertically on the leftmost column, so that its ball socket faces to the left.

Step 32

Rotate 1 dark blue 1x2 plate horizontally. Place its leftmost column on top of the back row of the ppp.

Step 33

Place 1 black 1x1 plate with 1x1 side stud hanging down in front of the left column of the ppp, so that its side stud faces to the front. Then, place 1 dark tan 1x2 plate with 1x2 side studs hanging down horizontally to the right of the ppp, so that its side studs face to the front.

Step 34

Rotate 1 dark blue 2x3 pentagonal tile horizontally, so that it points to the right. Place it on top of the 3 leftmost columns.

Step 35

Attach 1 dark blue 1x1 quarter round tile to the rightmost front-facing side stud, so that its curved edge faces up and to the right. Then, attach 1 dark blue 1x2 left wedge tile horizontally upright to the left of the ppp, so that it points to the left.

Step 36

Rotate the leg approximately 45 degrees counterclockwise, so that its segments face back left and to the right. Place 1 dark bluish gray 1x2 plate with ball socket on long edge vertically on the rightmost column.

Step 37

Place 1 red 1x1 plate to the left of the back row of the ppp. Rotate 1 black 1x2 plate with 1x4 side studs hanging down horizontally. Place its right column in front of the ppp, so that its side studs face to the front.

Step 38

Rotate 2 red 1x2 curved slope tiles horizontally, so that they slope to the right. Place the first one on the 2 rightmost columns on the back row. Place the second one in front of the ppp.

Step 39

Rotate 1 dark blue 1x2 curved slope tile vertically so that it slopes to the back. Place its front row to the left of the ppp.

Step 40

Attach 1 red 1x2 plate with stud and upright clip horizontally upright to the front-facing side studs, so that it is centered horizontally and its clip is to the left. Rotate 1 red 1x2 curved slope tile horizontally upright, so that it slopes to the right. Attach its left column to the right column of the ppp.

Step 41

Attach 1 dark blue half cylinder brick upright to the leftmost front-facing side stud, so that it slopes up and down. Then, attach 1 pearl gold bucket handle to the front-facing clip, so that its arms point to the left.

Step 42

Attach 1 red 2x2 inverted round tile with rounded bottom under the 2 rightmost columns. Rotate the leg approximately 45 degrees clockwise, so that its segments face back right and to the left. Attach 1 black 2x2 inverted round tile with rounded bottom under the 2 leftmost columns.

Step 43

The left leg is complete. Bring back the mech build. Make sure that its 2x3 pentagonal tile faces up. Attach the left-facing ball socket of the leg to the right-facing ball of the mech's waist, so that the 2 ppps face to the right.

Group 6 – Spider-Man's mech feet

Step 44

We need to build 2 identical feet. You can build them simultaneously or one at a time. Let's begin with the first one. Place 1 red 1x1 round plate with open stud in front of you. Rotate 1 dark tan 1x3 rounded plate vertically. Place its back row on top of the ppp, so that it overhangs to the front by 2 rows.

Step 45

Rotate 1 red 1x4 rounded plate with 2 open studs vertically. Place its 2 back rows under the overhang of the ppp.

Step 46

Place 1 red 1x1 round plate with open stud on the 2nd row from the back. Then, place 1 red 1x2 curved slope tile vertically in front of the ppp, so that it slopes to the front.

Step 47

Locate 2 red 1x1 half round tiles. Place the first one on the front row, so that its curved edge faces to the front. Take the second one and repeat symmetrically on the back.

Step 48

Attach 1 black 1L bar with ball vertically upright to the top-facing open stud.

Step 49

The first foot is complete. Bring back the mech, so that its balls face to the left and right and its 2x3 pentagonal tile on the chest faces to the front. Attach the ppp to the front-facing ball socket of the right leg.

If you chose to build one foot at a time, build a second identical foot by repeating steps 44 to 48. Attach the second foot to the front-facing ball socket on the left leg.

With the two feet attached, you should be able to pose the mech standing in a stable position. Put the mech to the side for now.

Group 7 – Spider-Man's mech left arm

Step 50

Let's build the mech's left arm. Place 1 black 2x6x2 bent plate in front of you, so that its segments face to the front left and to the right. Place 1 red 1x2 plate with handle on short edge vertically on the rightmost column, so that its handle faces to the front.

Step 51

Place 1 pearl gold 1x2 plate with bar on long end vertically on top of the ppp, so that its handle faces to the right. Then, place 1 pearl gold 2x2 plate to the left of the ppp.

Step 52

Rotate 1 red 2x2 curved slope double wedge tile horizontally, so that it points to the left. Place its rightmost column on top of the leftmost column of the ppp. Then, place 1 red 2x2 jumper plate to the right of the ppp.

Step 53

Rotate the leg approximately 45 degrees clockwise, so that its segments face left and to the front right. Place 1 dark bluish gray 1x2 plate with ball socket on long edge vertically on the leftmost column.

Step 54

Rotate 1 dark blue 1x2 plate horizontally. Place its leftmost column on top of the back row of the ppp. Then, place 1 red 1x2 plate with stud and upright clip horizontally in front of the ppp, so that its clip is to the left and its hands face left and right.

Step 55

Rotate 1 pearl gold 2x2 corner tile with cut corner so that its cut corner faces to the back right. Place its front row on top of the right column of the ppp.

Step 56

Find 4 red curved claws. Attach the first one to the front-left-facing handle, so that it angles down. This is the hand's thumb. Then, attach the remaining three to the front-right-facing bar, so that they angle down. These are the rest of the hand's fingers.

Step 57

The mech's left arm is complete. Bring back the mech in standing position, so that its 2x3 pentagonal tile on the torso faces to the front. Attach the arm's left-facing ball socket to the mech's right-facing ball on its shoulder.

Group 8 – Spider-Man's mech right arm

Step 58

Let's build the mech's right arm. Place 1 black 2x6x2 bent plate in front of you, so that its segments face to the front right and to the left. Place 1 red 1x2 plate with handle on short edge vertically on the leftmost column, so that its handle faces to the front.

Step 59

Place 1 pearl gold 1x2 plate with bar on long end vertically on top of the ppp, so that its bar faces to the left. Then, place 1 pearl gold 2x2 plate to the right of the ppp.

Step 60

Rotate 1 red 2x2 curved sloped double wedge tile horizontally, so that it points to the right. Place its leftmost column on top of the rightmost column of the ppp. Then, place 1 red 2x2 jumper plate to the left of the ppp.

Step 61

Rotate the arm approximately 45 degrees counterclockwise, so that its segments face front left and to the right. Place 1 dark bluish gray 1x2 plate with ball socket on long edge vertically on the rightmost column.

Step 62

Rotate 1 dark blue 1x2 plate horizontally. Place its rightmost column on top of the back row of the ppp. Then, place 1 red 1x2 plate with stud and upright clip horizontally in front of the ppp, so that its clip is to the right and its hands face left and right.

Step 63

Rotate 1 pearl gold 2x2 corner tile with cut corner so that its cut corner faces to the back left. Place its front row on top of the left column of the ppp.

Step 64

Find 4 red curved claws. Attach the first one to the front-right-facing handle, so that it angles down. This is the hand's thumb. Then, attach the remaining three to the front-left-facing handle, so that they angle down. These are the rest of the hand's fingers.

Step 65

The mech's right arm is complete. Bring back the mech in standing position, so that its 2x2 pentagonal tile on its chest faces to the front. Attach the arm's right-facing ball socket to the mech's left-facing ball on its shoulder.

Group 9 – Spider-Man's mech shoulder pads

Step 66.1

Let's make a small sub-build for the mech's left shoulder pad. Place 1 pearl gold 1x1 round plate with handle in front of you, so that its handle faces to the right.

Step 66.2

Rotate 1 red 2x2 curved sloped corner brick so that it slopes to the left and front. Place its back right corner on top of the ppp, so that its handle faces to the right.

Step 66.3

Place 1 red 1x1 plate on top of the stud of the ppp.

Step 66.4

Attach 1 black 2x2 inverted round tile with rounded bottom to the bottom of the sub-build.

Step 66.5

The sub-build is complete. Bring back the mech, so that its 2x3 pentagonal tile on the chest faces to the front. Attach the right-facing handle to the clip located on the mech's left arm.

Step 67.1

Let's make a small sub-build for the mech's right shoulder pad. Place 1 pearl gold 1x1 round plate with handle in front of you, so that its handle faces to the left.

Step 67.2

Rotate 1 red 2x2 curved sloped corner brick so that it slopes to the right and front. Place its back left corner on top of the ppp, so that its handle faces to the left.

Step 67.3

Place 1 red 1x1 plate on top of the stud of the ppp.

Step 67.4

Attach 1 black 2x2 inverted round tile with rounded bottom to the bottom of the sub-build.

Step 67.5

The sub-build is complete. Bring back the mech, so that its 2x3 pentagonal tile on the chest faces to the front. Attach the left-facing handle to the clip located on the mech's right arm.

Group 10 – Spider-Man's mech shooters

Step 68

We need to make two identical sub-builds for the mech's shooters. You can build them simultaneously or one at a time. Let's begin with the first one. Place 1 dark tan 1x3 rounded plate with open studs vertically in front of you. Then, place 1 pearl gold 1x1 round plate with open stud on the back row of the ppp.

Step 69

Place 1 pearl gold stud shooter vertically in front of the ppp, so that its open end faces to the front. Then, insert 1 dark bluish gray trigger into the slot on top of the ppp, so that its thicker tab is to the back.

Step 70

Place 1 pearl gold 1x2 sloped grille tile vertically on the 2 back rows, so that it slopes to the back.

Step 71

Attach 1 pearl gold 1x1 round plate with open stud to the bottom of the back row. Then, insert 1 dark bluish gray 2L bar with ring vertically upright into the bottom of the ppp. Push it as far as it can go. Lastly, attach the hole of 1 pearl gold mechanical arm to the ppp, so that its claw faces to the front.

Step 72

The sub-build is complete. Bring back the mech, so that its 2x3 pentagonal tile on the chest faces to the front. Attach the ppp to the handle located on the right side of the back of the mech, so that the sub-build's stud shooter faces to the front and is above the mech's shoulder.

If you chose to build one shooter at a time, build a second identical sub-build by repeating steps 68 to 71. Attach it symmetrically to the other handle located on the back of the mech.

Step 73

You can use any of the 4 satin transparent light blue 1x1 round tiles as ammunition for the shooters. You can fire them by inserting one into the shooter and pushing its trigger. Be careful not to aim or shoot them at anyone's face!

Step 74

Spider-Man's mech is complete! If you wish, you can make Spider-Man pilot it by opening the cockpit, sitting Spider-Man in it, and closing it.

Book 1, bag 2:

Group 11 – Ghost Spider (aka Spider Gwen)

Page 5. Locate 1 black pair of legs, 1 white torso with black bodysuit, medium azure webbing pattern, and white hands, and 1 white minifigure head with large magenta eye outlines. Assemble the minifigure. Ask a sighted friend to make sure that the face print is facing the right way. Put 1 white hood on the minifigure's head, so that its opening faces to the front. Ghost Spider is ready!

Group 12 – Doc Ock's mech torso

Step 1

Let's begin with the torso of Doc Ock's mech. Place 1 dark bluish gray 4x2x3 cockpit with pin hole and clips in front of you, so that its clips face up and its pin hole faces to the front. Attach the bar of a green chest armor piece to the front-facing clips, so that its studs face up.

Step 2

Flip the build upside-down from right to left, so that the ppp faces down and the pin hole faces to the front. Locate 2 dark bluish gray 1x2 plates with ball on short edge. Place the first one horizontally on the 2 leftmost columns of the back row of the build, so that its ball is to the left. Take the second one and repeat symmetrically to the right.

Step 3

Place 1 black 1x2 plate with open-ended bar on long edge horizontally on the back row, so that it is centered horizontally and its handle faces to the back.

Step 4

Locate 2 black 1x1 round plates with handle. Place the first one in front of the left column of the ppp, so that its handle faces to the front left. Take the second one and repeat symmetrically on the right.

Step 5

Place 1 black 1x2 half round tile horizontally in front of the 2 ppps, so that its round edge faces to the back.

Step 6

Place 1 light bluish gray 2x2 round plate with axle hole behind the ppp.

Step 7

Find 2 green 1x1 tiles with 1x1 sloped tile. Rotate the first one horizontally so that it slopes to the left. Place its right column on top of the back left corner of the ppp. Take the second one and repeat symmetrically on the right.

Step 8

Place 1 green 1x2 half round tile horizontally in front of the 2 ppps, so that its round edge faces to the front.

Step 9

Flip the build right side up from left to right, so that its pin hole faces to the front and the 2x2 studded surface faces up. Rotate 1 dark green 2x3 pentagonal tile (with a black and green armor with a window showing lime liquid and bubbles) vertically, so that it points to the front. Place its 2 back rows on top of the 2x2 studded surface, so that it overhangs slightly to the front.

Put Doc Ock's mech build to the side for now.

Group 13 – Doc Ock's mech waist

10 Let's build the waist of Doc Ock's mech. Place 1 green 1x2 plate horizontally in front of you. Rotate 1 black 1x2 plate with 1x2 brick with pin hole so that its 1x2 plate is to the back and its pin hole faces to the front. Place its back row on top of the ppp.

Step 11

Place 1 black 1x2 plate with balls on short edge horizontally on top of the back row of the ppp.

Step 12

Place 2 green 1x1 plates with 1x1 sloped tiles vertically, one to the right of the other, on top of the waist build, so that they slope to the back.

Step 13

Grab 2 dark bluish gray 1x1 plates with 1x2 side studs hanging down. Place the first one on the front left corner, so that its side studs face to the left. Take the second one and repeat symmetrically to the right.

Step 14

Place 1 flat silver 1x2 ingot tile horizontally on top of the front row.

Step 15

Insert 1 black 2L technic pin into the front-facing pin hole, so that it protrudes by 1L to the front.

Step 16

Rotate the build so that the ppp faces up and the 1x2 ingot tile faces to the back. Find 2 black 1x1 plates with tooth hanging down. Attach the first one upright to the front left-facing side stud, so that its tooth faces to the front. Take the second one and repeat symmetrically on the right.

Step 17

Grab 2 dark bluish gray 1x1 round plates with open studs. Attach the first one upright to the ppp. Take the second one and repeat symmetrically on the left.

Step 18

Find 2 dark bluish gray 1x1 tiles with 1x1 slope tile. Rotate the first one horizontally upright, so that its antistuds face to the left and it slopes to the back. Place its front row on top of the ppp. Take the second one and repeat symmetrically on the right.

Step 19

The waist build is complete. Rotate it so that the black pin protrudes up and the flat silver ingot tile faces to the front. Bring back the mech's torso, so that its 2x3 pentagonal tile faces to the front and its pin hole faces down. Attach the torso to the mech by connecting the pin hole and onto the top-facing pin.

Put the mech build to the side for now.

Group 14 – Doc Ock's mech right leg

Step 20

Let's build the mech's right leg. Place 1 dark bluish gray 2x6x2 bent plate in front of you, so that its segments face to the back left and to the right. Place 1 dark bluish gray 1x2 plate with ball socket on long edge vertically on the rightmost column, so that its ball socket faces to the right.

Step 21.1

Place 1 green 2x2 inverted tile under the 2 rightmost columns.

Group 15 – Doc Ock's mech right leg (continued)

Step 21.2

Rotate 1 black 2x2 inverted tile 45 degrees. Place it under the 2 leftmost columns.

Step 22

Place 1 green 1x2 plate vertically on top of the rightmost column. Then, place 1 black 2x3 plate with round side and pin hole horizontally to the left of the ppp, so that its hole is to the left.

Step 23

Place 1 green 2x2 round tile with hole on top of the 2 leftmost columns of the ppp. Note that the 2x2 round tile will only be attached by its right column. Place 1 green 1x2 plate with 2x2 side studs hanging down horizontally on the 2 rightmost columns on the front row, so that its side studs face to the front.

Step 24

Rotate 1 dark green 2x2 curved slope tile so that it slopes to the back. Place its back row on top of the ppp. Attach 1 dark green 2x3 pentagonal tile horizontally upright to the front-facing side studs, so that it points to the left.

Step 25

Rotate the mech's leg approximately 45 degrees counterclockwise, so that its segments face to the left and to the back right. Place 1 dark bluish gray 1x2 plate with ball socket on long edge vertically on top of the leftmost column. Locate 2 black 1x2 sloped tiles. Place the first one horizontally on the 2 leftmost columns on the front row, so that it slopes to the front. Take the second one and repeat symmetrically on the back.

Step 26

The right leg is complete. Bring back the mech build. Make sure that its 2x3 pentagonal tile faces up. Attach the right-facing ball socket of the leg to the left-facing ball of the mech's waist, so that the 2 ppps face to the left.

Put the mech build to the side for now.

Group 16 – Doc Ock's mech left leg

Step 27

Let's build the mech's left leg. Place 1 dark bluish gray 2x6x2 bent plate in front of you, so that its segments face to the left and to the back right. Place 1 dark bluish gray 1x2 plate with ball socket on long edge vertically on the leftmost column, so that its ball socket faces to the left.

Step 28.1

Place 1 green 2x2 inverted tile under the 2 leftmost columns.

Group 17 – Doc Ock's mech left leg (continued)

Step 28.2

Rotate 1 black 2x2 inverted tile 45 degrees. Place it under the 2 rightmost columns.

Step 29

Place 1 green 1x2 plate vertically on top of the leftmost column. Then, place 1 black 2x3 plate with round side and pin hole horizontally to the right of the ppp, so that its hole is to the right.

Step 30

Place 1 green 2x2 round tile with hole on top of the 2 rightmost columns of the ppp. Note that the 2x2 round tile will only be attached by its left column. Place 1 green 1x2 plate with 2x2 side studs hanging down horizontally on the 2 leftmost columns on the front row, so that its side studs face to the front.

Step 31

Rotate 1 dark green 2x2 curved slope tile so that it slopes to the back. Place its back row on top of the ppp. Attach 1 dark green 2x3 pentagonal tile horizontally upright to the front-facing side studs, so that it points to the right.

Step 32

Rotate the mech's leg approximately 45 degrees clockwise, so that its segments face to the back left and to the right. Place 1 dark bluish gray 1x2 plate with ball socket on long edge vertically on top of the rightmost column. Locate 2 black 1x2 sloped tiles. Place the first one horizontally on the 2 rightmost columns on the front row, so that it slopes to the front. Take the second one and repeat symmetrically on the back.

Step 33

The left leg is complete. Bring back the mech build. Make sure that its 2x3 pentagonal tile faces up. Attach the left-facing ball socket of the leg to the right-facing ball of the mech's waist, so that the 2 ppps face to the right.

Group 18 – Doc Ock's mech feet

Step 34

We need to build 2 identical feet. You can build them simultaneously or one at a time. Let's begin with the first one. Place 1 black 2x4 plate with 3 holes vertically in front of you. Then, place 1 dark bluish gray 1x2 rounded plate with open studs horizontally under the back row of the ppp.

Step 35

Place 1 transparent red 2x2 inverted radar dish in front of the ppp, under the 2x4 plate with 3 holes.

Step 36

Place 1 black 2x2 inverted tile in front of the ppp, so that it has 1 row of exposed studs to the front.

Step 37

Place 2 black 1x2 curved slope tiles vertically, one to the right of the other, on the 2 front rows, so that they slope to the front.

Step 38

Place 1 dark bluish gray 2x2 round tile with stud behind the 2 ppps. Then, place 1 black 1x2 sloped tile horizontally behind the ppp, so that it slopes to the back.

Step 39

Attach 1 dark bluish gray 1L bar with ball vertically upright to the top-facing open stud.

Step 40

The first foot is complete. Bring back the mech, so that its 2x3 pentagonal tile on the chest faces to the front. Attach the ppp to the front-facing ball socket of the right leg.

If you chose to build one foot at a time, build a second identical foot by repeating steps 34 to 39. Attach the second foot to the front-facing ball socket on the left leg.

With the two feet attached, you should be able to pose the mech standing in a stable position.

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Group 19 – Doc Ock

Page 45. Locate 1 dark green pair of legs, 1 dark green torso with silver belt, pattern of octagons on the back, and light nougat hands, and 1 light nougat minifigure head with black goggles and bushy eyebrows. Assemble the minifigure. Ask a sighted friend to make sure that the face print is facing the right way. Put 1 dark brown hair on the minifigure's head. Doc Ock is ready!

Group 20 – Doc Ock's mech arms

Step 41

Find 2 black mechanical arms. Attach the first one to the left-facing handle located on the back of the mech's torso, so that it curves to the front. Take the second one and repeat symmetrically on the right. Then, insert 1 light bluish gray 3L bar into the front-facing hole of each of the 2 ppps.

Step 42

We need to build two identical hands. You can build them simultaneously or one at a time. Let's begin with the first one. Place 1 black 2x2 plate with pin hole underneath in front of you, so that its pin hole faces to the front. Then, insert 1 black 2L pin into the front-facing hole, so that it protrudes to the front by 1L.

Step 43

Attach 1 black wheel to the ppp.

Step 44

Place 1 green 1x2 plate horizontally on the front row. Then, place 1 green 1x2 plate with bar on long edge horizontally behind the ppp, so that its bar faces to the back.

Step 45

Place 1 dark green 2x3 pentagonal tile vertically on top of the sub-build, so that it points to the front.

Step 46

Attach 1 black curved claw to the back-facing bar, so that it is centered horizontally and it curves up.

Step 47

Locate 2 black curved claws. Attach 1 to the left and 1 to the right of the ppp, so that they curve down.

Step 48

The hand is complete. Bring back the mech, so that its 2x3 pentagonal tile on the chest faces to the front. Slide the hand's wheel into the front-facing 3L bar on the right of the mech.

If you chose to build one hand at a time, build a second identical hand by repeating steps 42 to 47. Attach it symmetrically to the other side.

Put the mech to the side for now.

Group 21 – Doc Ock's first pair of mechanical arms base

Step 49

Let's build the base of the first pair of mechanical arms of Doc Ock's mech. Place 1 green 2x2 inverted tile in front of you.

Step 50

Grab 2 light bluish gray 1x2 plates with ball socket on long edge. Place the first one vertically on the leftmost column of the ppp, so that its socket is to the left. Take the second one and repeat symmetrically on the right.

Step 51

Place 1 light bluish gray 1x2 plate with ball socket on long edge horizontally on the front row, so that its ball socket is to the front. Then, place 1 black 1x2 plate with open-ended bar on long edge horizontally behind the ppp, so that its bar is to the back.

Step 52

Place 2 dark green 1x2 plates vertically, one to the right of the other, on top of the build.

Step 53

Place 1 green 1x2 triple slope tile horizontally on the back row, so that it slopes to the left, back, and right.

Step 54

Place 1 dark green 1x2 double sloped tile with protrusion horizontally in front of the ppp, so that its protrusion overhangs to the front.

Put the base of the mechanical arms to the side for now.

Group 22 – Doc Ock's mech first pair of mechanical arms

Step 55

We need to build two identical mechanical arms. Let's begin with the first one. Locate 3 dark bluish gray 1x2 plates with ball and socket on short edges. Place the first one vertically in front of you, so that its ball faces to the back. Then, attach the remaining two vertically in front of the ppp, one in front of the other, so that there is a ball at the back and a socket in front of the mechanical arm build.

Step 56

Place 1 flat silver 1x2 ingot tile vertically on top of each of the 3 ppps.

Step 57.1

We need to make a small sub-build. Place 1 dark bluish gray 1x1 round plate with open stud in front of you. Then, place 1 light bluish gray 1x1 round plate with ring with 3 bars and holes on top of the ppp.

Step 57.2

Place 1 transparent red 1x1 round plate on top of the ppp.

Step 57.3

Insert 1 dark bluish gray 1L bar with ball vertically upright into the bottom-facing hole, so that its ball faces down.

Step 57.4

Attach 1 flat silver diamond tile with bar upright to each of the 3 holes around the ring, so that they point up.

Step 57.5

The sub-build is complete. Attach its ball to the front-facing socket of the mechanical arm.

Step 58

The mechanical arm is complete. Bring back the base of the mechanical arms, so that its handle faces to the back. Attach the ball of the mechanical arm sub-build to the left-facing socket of the base.

Build a second mechanical arm by repeating steps 55 to 57. Attach its ball to the right-facing socket of the base.

Step 59

Bring back the standing mech, so that its 2x3 pentagonal tile on the chest faces to the front. Attach the socket of the mechanical arm sub-build to the left-facing ball of the mech at the height of the shoulders, so that its inverted tile faces to the back.

Group 23 – Doc Ock's mech second pair of mechanical arms base

Step 60

Let's build the base of the second pair of mechanical arms of Doc Ock's mech. Place 1 green 2x2 inverted tile in front of you.

Step 61

Grab 2 light bluish gray 1x2 plates with ball socket on long edge. Place the first one vertically on the leftmost column of the ppp, so that its socket is to the left. Take the second one and repeat symmetrically on the right.

Step 62

Place 1 light bluish gray 1x2 plate with ball socket on long edge horizontally on the back row, so that its ball socket is to the back. Then, place 1 black 1x2 plate with open-ended bar on long edge horizontally in front of the ppp, so that its bar is to the front.

Step 63

Place 2 dark green 1x2 plates vertically, one to the right of the other, on top of the build.

Step 64

Place 1 dark green 1x2 double sloped tile with protrusion horizontally on the back row, so that its protrusion overhangs to the back.

Step 65

Place 1 green 1x2 triple slope tile horizontally in front of the ppp, so that it slopes to the left, front, and right.

Put the base of the mechanical arms to the side for now.

Group 24 – Doc Ock's mech second pair of mechanical arms

Step 66

We need to build two identical mechanical arms. Let's begin with the first one. Locate 3 dark bluish gray 1x2 plates with ball and socket on short edges. Place the first one vertically in front of you, so that its ball faces to the back. Then, attach the remaining two vertically in front of the ppp, one in front of the other, so that there is a ball at the back and a socket in front of the mechanical arm build.

Step 67

Place 1 flat silver 1x2 ingot tile vertically on top of each of the 3 ppps.

Step 68.1

We need to make a small sub-build. Place 1 dark bluish gray 1x1 round plate with open stud in front of you. Then, place 1 light bluish gray 1x1 round plate with ring with 3 bars and holes on top of the ppp.

Step 68.2

Place 1 transparent red 1x1 round plate on top of the ppp.

Step 68.3

Insert 1 dark bluish gray 1L bar with ball vertically upright into the bottom-facing hole, so that its ball faces down.

Step 68.4

Attach 1 flat silver diamond tile with bar upright to each of the 3 holes around the ring, so that they point up.

Step 68.5

The sub-build is complete. Attach its ball to the front-facing socket of the mechanical arm sub-build.

Step 69

The mechanical arm is complete. Bring back the base of the mechanical arms, so that its handle faces to the front. Attach the ball of the mechanical arm to the left-facing socket of the base.

Build a second mechanical arm by repeating steps 66 to 68. Attach its ball to the right-facing socket of the base.

Step 70

Bring back the standing mech, so that its 2x3 pentagonal tile on the chest faces to the front. Attach the socket of the mechanical arms to the right-facing ball of the mech at the height of the shoulders, so that its inverted tile faces to the back. Feel free to pose the mechanical arms as you wish!

Step 71

Doc Ock's mech is complete! If you wish, you can make Doc Ock pilot it by opening the cockpit, sitting Doc Ock in it, and closing it. You can attach the white 21L flexible ropes to any of the free bars available on Doc Ock's mech, which represent either Spider-Man's or Ghost Spider's webs.

We are done with the construction! Enjoy the fight between these two mechs!

At the end of the instruction booklet, you will find a page advertising 5 other Spider-man sets. On the left side, we have set 76342 (Spider-Man vs Mysterio: The Daily Bugle), 76338 (Mech Battle: Spider-Man vs. Doc Ock, this set), and 76337 (Miles Morales Mech vs. Spider-Man 2099). On the right side, we have set 76336 (Spider-Man Car vs. Venomized Wolverine) and set 76335 (Spider-Man vs Ghost Rider). The background of this page is dark blue with some shades resembling skyscrapers. On the top left corner, we have the classic LEGO and Marvel logos. Afterwards, you will find the set inventory and on the last page you will find an invitation to share feedback.

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