

THE FREE GUIDE

Spider-Man in Batman's Gotham

Two free fan mods: one lets Spider-Man web-swing through Arkham Knight by running both games at once, the other adds co-op so a friend plays Gotham with you. Claude sets them up for you.

2

games running as one

1

message to Claude
installs it

5

steps, every click shown

\$0

the project is free

Read this first

What this is, what's real, and what you need to know before you start

The project is called **ArkWeb**, made by the developer **luki-1** and shared free on GitHub. It runs **Marvel's Spider-Man Remastered** and **Batman: Arkham Knight** at the same time. You play Spider-Man with his real web swinging, wall running and zips, and you see it all inside Arkham Knight's Gotham. When a fight starts, Batman's own combat takes over, with Spider-Man in Batman's place.



Frames from the author's demo video: Spider-Man swinging through Arkham Knight's Gotham.

The code was written together with Claude, and the project ships a step-by-step guide written **for an AI agent**. That's why you don't install it by hand: you give Claude one message, and it checks your games, builds the mod, installs it, backs up your save and walks you through your first session.

GOOD TO KNOW · AN HONEST STATUS

- It's an **experimental fan project**, not an official release. It works end to end, with rough edges (the guide covers the common ones).
- It's **single player and offline**. You need your own copies of both games; the project contains no game files.
- The clips of Batman and Spider-Man running through Gotham **together** come from a different free mod, **Arkham Knight Co-Op**. ArkWeb itself has no co-op (we checked its code and history on October 21, 2026). The co-op mod has its own section near the end of this guide.
- AGI Point isn't affiliated with the project, Insomniac, Sony, Rocksteady or Warner Bros.

What you need

YOU NEED	DETAILS
A Windows PC	Windows 10, 64-bit (Windows 11 is untested). Strong enough to run both games at the same time: the author used an RTX 3080 with 32 GB of RAM.
Marvel's Spider-Man Remastered	On Steam, version 4.0630 exactly . The mod is tied to that build; Claude checks the version for you in step 4.
Batman: Arkham Knight	On Steam.
A controller	An Xbox-style controller. (Claude can set up a keyboard fallback.)
Claude with Claude Code	The Claude desktop app on a paid plan: Claude Code, the part that works on your PC, comes with Claude's paid plans.
About an hour	Most of it is Claude installing free build tools. You only click when it asks.

DO THIS · BEFORE YOU START

Install both games in Steam and launch each one once, so they're fully set up. Plug in your controller. Plug your PC into power and stop it from going to sleep while Claude works: in the Claude app, turn on **Keep computer awake while Claude works** if you see it, and in Windows **Settings → System → Power** set sleep to **Never** for now.

YOU JUST GOT THE FREE GUIDE · READ THIS FIRST

Play someone's mod, or **make your own games.**

This free guide gets **someone else's mod** running on your PC. **Game Studio** is how you make **your own** games with Claude: every tool, prompt and step already included.

FREE · THIS GUIDE

You install someone else's mod

- Two AAA games and a strong Windows PC needed
- One mod, made by someone else
- You follow Claude's checklist, step by step
- Experimental: rough edges, offline only
- Nothing of your own to publish or share

Good for a wild evening in Gotham. Free: just turn the page.

GAME STUDIO · THE FULL VERSION

Claude makes **your games** for you

≈ **140** HOURS SAVED

- ✓ Starts from **6 ready 3D games**: island, runner, shooter, racer, stacker, a cinematic scene
- ✓ **114 tested prompts** for every step
- ✓ **A real browser tests every change**; errors get fixed before you see them
- ✓ **14 departments**: producer, directors, designers, programmer, QA, release, marketing
- ✓ **Publishes to itch.io**, phone controls checked
- ✓ **Films a vertical trailer** from one sentence
- ✓ **41-page guide** and a 30-day plan

\$39 ~~\$139~~

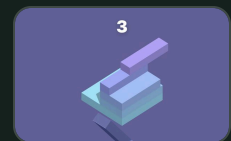
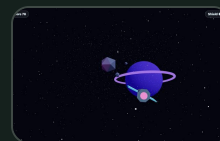
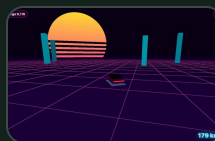
One payment, yours to keep

See inside

Get it now →

THE READY GAMES INSIDE

4 of the 6 ready 3D games you start from in Game Studio. Real screenshots: Claude changes them into your own game.



EVERYTHING INCLUDED IN GAME STUDIO

7 Claude skills

14 studio departments

6 ready 3D games

114 tested prompts

Browser tester

Trailer maker

itch.io packer

41-page guide

30-day plan

STEP 1 OF 5

Get Claude on your PC

You need the Claude desktop app, because only the app can work on your computer: download files, build, install.

5 MINUTES

**1**

Download the app

Go to claude.ai/download, download Claude for Windows and install it.

2

Sign in

Open the app and sign in with Google or your email.

3

Pick a paid plan

Claude Code comes with Claude's paid plans. **Pro** is enough to try this. You can cancel anytime.

GOOD TO KNOW · WHICH MODEL?

Use the strongest model your plan offers for this setup (the model menu is next to the message box). Setting up a mod across two games is long, careful work, and a stronger model makes fewer wrong turns.

STEP 2 OF 5

Make a folder and open the Code tab

The mod lives in one folder. Claude works only inside it.

2 MINUTES

**1**

Make an empty folder

Open **File Explorer**, go to **Downloads**, right-click an empty spot and pick **New → Folder**. Name it **ArkWeb**.

2

Open the Code tab

In the Claude app, click **Code** at the top, then start a new session.

3

Choose the folder

When Claude asks for a folder, pick the **ArkWeb** folder you just made.

SHORTCUT · GAME STUDIO

Want to make games like this yourself?

In Game Studio Claude builds your own 3D game from one sentence, tests it in a real browser and publishes it. You start from 6 ready games.

≈140 h

SAVED FOR YOU

Get it · \$39 →

STEP 3 OF 5

Paste one message

This is the only thing you type. The project's own guide tells Claude everything else.

1 MINUTE



Copy this message, paste it into Claude and press **Enter**:

■ TYPE THIS INTO CLAUDE

Download <https://github.com/luki-1/ArkWeb> into this folder, then follow its AGENTS.md: set ArkWeb up for me and guide me through my first session.

This is the exact message from the project's own page. Claude downloads the project, opens its **AGENTS.md** (a step-by-step guide written for AI agents) and follows it from top to bottom.

GOOD TO KNOW · IT'S A SAFE FIRST STEP

Claude asks before it does anything on your PC. You'll see each request and can say no. The project is public, so you or Claude can read every file first: ask *"Read this project and tell me in plain words what it will change on my PC"* before you allow anything.

STEP 4 OF 5

Let Claude set it up

Allow Claude's requests and do what it asks, when it asks. It explains every step.

30 TO 60 MINUTES



Here's what Claude does, in order:

1

Checks your games

Finds both games in Steam and checks that Spider-Man is **version 4.0630**, the only one the mod works with.

2

Installs free build tools

The C++ build tools, a Windows SDK and Python. This is the slow part; just let it run.

3

Builds and installs the mod

It asks you to **close both games** first, then installs two small files into the game folders.

4

Backs up your Arkham Knight save

Important, because Arkham saves while you play Spider-Man. Claude copies your save somewhere safe.

5

Tells you which game settings to change

A few settings in each game so both run together smoothly.

DO THIS · ONE OK AT A TIME

When Claude asks you to do something (close a game, start a game, load your save), do exactly that one thing, then tell it *"done"*. Don't run ahead: it times each step.

SHORTCUT · GAME STUDIO

Rather build your own world?

Game Studio has 114 tested prompts, 14 studio departments and a trailer maker that films your game for Reels and TikTok.

≈140 h
SAVED FOR YOU

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STEP 5 OF 5

Your first swing through Gotham

Claude walks you through the first session: what to load, where to stand, when to start moving.

AS LONG AS YOU LIKE



Start both games and load into the open world in each, with **Arkham Knight in front**. Stand still with Spider-Man and tell Claude you're ready: it starts the part that builds Gotham around you and lifts Spider-Man onto the rooftops. Then play with your controller.

L2 + R2

Zip to the marked grapple point

Nothing pressed

Spider-Man perches on the point

A

Jump or launch off

B

Drop

When a fight starts, Batman's own combat takes over automatically, with Spider-Man in Batman's place. Two seconds after the fight ends, you're swinging again.

■ NEXT TIME, JUST SAY

Let's play ArkWeb

Open the Claude app, start a new session in the **Code** tab with the same **ArkWeb** folder, and say that. Claude starts everything for you.

If something goes wrong

Just tell Claude what you see, in plain words

YOU SEE	SAY TO CLAUDE	WHAT HAPPENS
Spider-Man is stuck inside a building	"I'm stuck in a building"	Claude lifts him 200 m into the air, and you swing on.
Spider-Man looks dark	"Spider-Man looks dark"	His light comes from New York's time of day; Claude adjusts it.
You can see Batman	"I can see Batman"	Claude hides the puppet Batman again.
He swings through a thin tower	Nothing to fix	A known limit: Gotham's thin spires have hollow collision.
Gaps in a new district	Wait a few seconds	Gotham builds the area as it loads.
You want it gone	"Uninstall ArkWeb"	Claude removes the mod (close both games first).

DO THIS · KEEP YOUR SAVE SAFE

Arkham Knight autosaves while you play Spider-Man. Keep him above the streets, and if he falls under the map, tell Claude right away. Never delete the save backup Claude made in step 4.

Bonus: Batman and Spider-Man in co-op

The second mod from the video: a friend on a second controller, same Gotham

The clips of Batman and Spider-Man running through Gotham side by side come from **Arkham Knight Co-Op**, a free fan mod by **SpideySansGoku** on Nexus Mods. It's **local co-op**: up to **four players on one PC**, each with a controller, on one shared screen. Player two plays a second hero, and a skin mod makes that hero look like Spider-Man.

YOU NEED	DETAILS
Batman: Arkham Knight	On Steam. This mod is separate from ArkWeb: you don't need Spider-Man Remastered for it.
A controller for each player	Player one is the first controller (plus keyboard and mouse), player two the second controller, and so on.
Arkham Knight Co-Op	nexusmods.com/batmanarkhamknight/mods/2505 . Free; Nexus Mods asks you to sign in to download, and you do that part yourself.
The command console	The co-op mod adds players through the game's command console, which a console mod unlocks. Claude finds and installs one for you.
Our pick for the Spider-Man look	Spider-Man skin for Nightwing : nexusmods.com/batmanarkhamknight/mods/2670 . Player two picks Nightwing and looks like Spider-Man.

- 1

Download the two mods

Sign in to Nexus Mods and download Arkham Knight Co-Op and the Spider-Man skin into your Downloads folder.
- 2

Give Claude one message

In the Claude app, open the **Code** tab in a new empty folder and send this:

■ PASTE THIS INTO CLAUDE

Install the Arkham Knight Co-Op mod and the "Spider-Man skin for Nightwing" mod from my Downloads folder into Batman: Arkham Knight, and set up the game's command console. Back up my save first. Then tell me exactly what to type in the game to start co-op with Batman and Nightwing.

3

Start co-op in the game

Plug in both controllers. In the game, open the console and type **debugcreateplayer 1** to add player two, then **Start Batentry?area=orphan_a1?players=playable_Batman,Playable_Nightwing0**. You both start in the orphanage. Player two can't open doors, so player one opens the way out.

GOOD TO KNOW · AN HONEST STATUS

- It's an experimental fan mod, last updated in May 2025. The author's notes on Nexus Mods cover the extra commands, like locking the camera; Claude can read them for you.
- **Split screen doesn't work** in this game: you share one camera. Enemies ignore player two until a fight starts, and only player one can drive the Batmobile.
- We haven't tested the Spider-Man skin together with co-op ourselves. If player two doesn't look like Spider-Man, tell Claude what you see.

Want to make your own?

This is what Claude can do with games now

ArkWeb is one person and Claude connecting two finished AAA games. You don't have to start that big. With the same Claude, you can build your own 3D game from one sentence today: an island, a racer, a shooter, a runner, playable in your browser and on your phone.

Free: your first 3D game

Our free guide **Build Your First 3D Game With AI**: 5 steps, your first game in about 15 minutes. Get it at agi-point.com/guides.

Game Studio · \$39

Claude becomes a 14-department game studio: 6 ready 3D games to start from, a real browser tester, publishing and a trailer maker.

AAA Studio · \$79

Claude inside Unreal Engine 5.8 and Unity 6, with sound, music, a 4K trailer and your Steam launch.

Sources checked on October 21, 2026: the ArkWeb GitHub page and its AGENTS.md (github.com/luki-1/ArkWeb), the author's demo video, Dexerto's coverage (October 3, 2026), and the Arkham Knight Co-Op and Spider-Man skin pages on Nexus Mods. Project details can change; the project page is always the latest word.



THE FULL VERSION · GAME STUDIO

YOU PLAYED A MOD · NOW MAKE YOUR OWN GAMES

Get Game Studio and Claude makes your games for you.

Everything is included: **7 Claude skills**, a studio team of **14 departments**, **6 ready 3D games**, **114 tested prompts** and a **41-page guide**. You say what you want. Claude builds it, tests it, publishes it and films the trailer.

7 → **114**

tested prompts

0 → **6**

ready 3D games to start from

0 → **14**

studio departments

≈140 h

saved for you

	THIS FREE GUIDE	GAME STUDIO
Who does the work	You copy prompts, save files, hunt bugs	✓ Claude builds, tests and publishes in your folder
You start from	A blank page	✓ 6 tested, playable 3D games
Studio team	<i>Not included</i>	✓ 14 departments, from producer to marketing
Claude skills	<i>Not included</i>	✓ 7 skills: team, idea, build, polish, test, publish, trailer
Testing	You play it and report bugs	✓ A real browser plays it; errors fixed before you see them
Plans and models	Start free or Pro	✓ Every plan, real costs and times, all settings
Prompts	7	✓ 114 tested prompts for every step
Publishing	A free Netlify link	✓ itch.io pack, page text, phone controls checked
Trailer	<i>Not included</i>	✓ A vertical 1080×1920 trailer from one sentence
Guide	This guide	✓ 41-page guide and a 30-day plan

WHERE THE ≈140 HOURS COME FROM

our estimate for a beginner, not a promise

6 polished 3D games with phone controls, sound and best scores		60 h
14 studio departments and 7 Claude skills, written and tested		25 h
Browser tester, trailer recorder and itch.io packer		15 h
114 prompts, tried one by one		15 h
Learning the workflow: setup, building, testing, publishing		15 h
Research: plans, models, real costs, settings		10 h

\$39 ~~\$139~~

SAVE \$100

One payment, yours to keep · instant download

Get Game Studio now →

See everything inside

Get it now opens a secure Stripe checkout. Questions: info@agi-point.com



ALL OUR STUDIOS · ONE PAYMENT, YOURS TO KEEP

Get a studio and let Claude do everything for you.

Every studio includes **everything**: the Claude skills, the studio team, ready examples, tested prompts and a step-by-step guide for every click. You say what you want, Claude does the work, and you save weeks.



• GAME STUDIO FOR CLAUDE

Make your first game today.

A whole game studio inside Claude. 14 departments build, test, publish and film your game.

14 DEPARTMENTS

6 GAMES

114 PROMPTS

41-PAGE COURSE

BEST NEXT STEP

Game Studio for Claude

≈140 HOURS SAVED

Say the game you want. Claude's studio builds it, tests it in a real browser, publishes it and films the trailer.

- 14 studio departments and 6 ready 3D games
- 114 tested prompts and a trailer maker
- A 41-page guide and a 30-day plan

\$39 ~~\$139~~

See inside

Get it now →



• AAA STUDIO FOR CLAUDE

Build your AAA game.

The full pro package. Unreal and Unity with Claude, plus sound, voice, music, animations, a 4K trailer and a Steam launch.

UNREAL + UNITY

SOUND & MUSIC

4K TRAILER

STEAM LAUNCH

PRO

AAA Studio for Claude

≈220 HOURS SAVED

Claude builds your game inside a real engine, with sound, music, a trailer and your Steam page.

- Claude inside Unreal Engine 5.8 and Unity 6
- Sound design, voice, music, animations, a 4K trailer
- 19 departments, 125 prompts, a Steam launch

\$79 ~~\$299~~

See inside

Get it now →



• REEL STUDIO FOR CLAUDE

Post viral reels without editing.

Type one idea. Claude researches, writes, voices, edits and checks a ready-to-post reel. You approve.

7 SKILLS

VIDEO ENGINE

34 SOUNDS

50 HOOKS

BESTSELLER

Reel Studio for Claude

≈50 HOURS SAVED

Type one idea. Claude researches, writes, voices, edits and checks every frame. You approve and post.

- 7 Claude skills and a video engine: one idea in, a finished reel out
- 34 sound effects and 50 viral hooks
- A 28-page guide that shows every click

\$29 ~~\$49~~

See inside

Get it now →

Get it now opens a secure Stripe checkout. Instant download after payment. Questions: info@agi-point.com