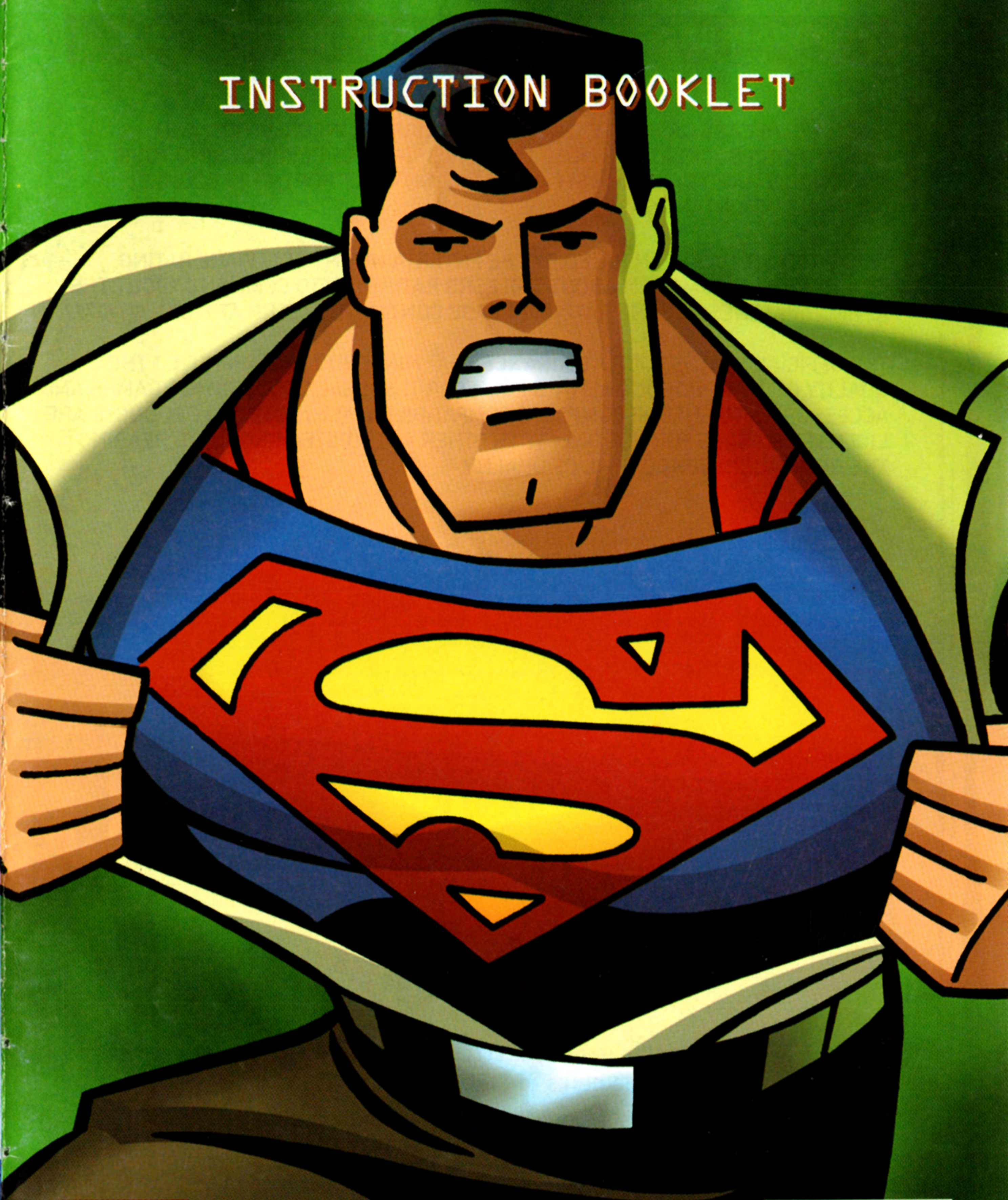


INSTRUCTION BOOKLET



WARNINGS AND CONSUMER INFORMATION

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

THE OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.



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THE STORY

Lois Lane and **Jimmy Olsen** have disappeared — they've been kidnapped by the malevolent powers of **Lex Luthor** and **Brainiac**, who have brought them into a virtual reality version of **Metropolis**.

Explore the incredible powers of **Superman** first-hand as you battle to rescue Lois Lane from the clutches of **Metallo**, then attempt to free Jimmy Olsen from the steel grip of **Darkseid**. Race into outer space to face Brainiac's evil alien technology. And, above all else, destroy Luthor's deadly dream of a virtual reality Metropolis.

You control the powers. You are **SUPERMAN**.



MAIN MENU

How to Use the Menu:



SELECT DIFFERENT OPTIONS GOING UP OR DOWN WITH THE CONTROL STICK.

GO LEFT OR RIGHT WITH THE CONTROL STICK TO MAKE THE CHANGES.

A: TO VALIDATE

B: RETURN TO THE PREVIOUS MENU

NEW GAME: TO START A NEW GAME

IF YOU HAVE ONLY ONE CONTROLLER CONNECTED, IT WILL BRING YOU DIRECTLY TO THE GAME. OTHERWISE, YOU WILL HAVE TO SELECT THE TYPE OF GAME YOU WANT TO PLAY.



LOAD GAME: LOADS A GAME SAVED ON THE CONTROLLER PAK.

LAST GAME: RESUMES THE LAST GAME PLAYED.

OPTIONS: BRINGS YOU TO THE OPTION MENU-see page 4 for details.

PRACTICE: THIS TUTORIAL ALLOWS YOU TO CONTROL THE POWERS OF "THE MAN OF STEEL" AND EXPLORE VIRTUAL METROPOLIS.

OPTION MENU

MAIN MENU: GOES BACK TO THE MAIN MENU.

SOUND VOLUME: CHANGES THE SOUND EFFECTS VOLUME.

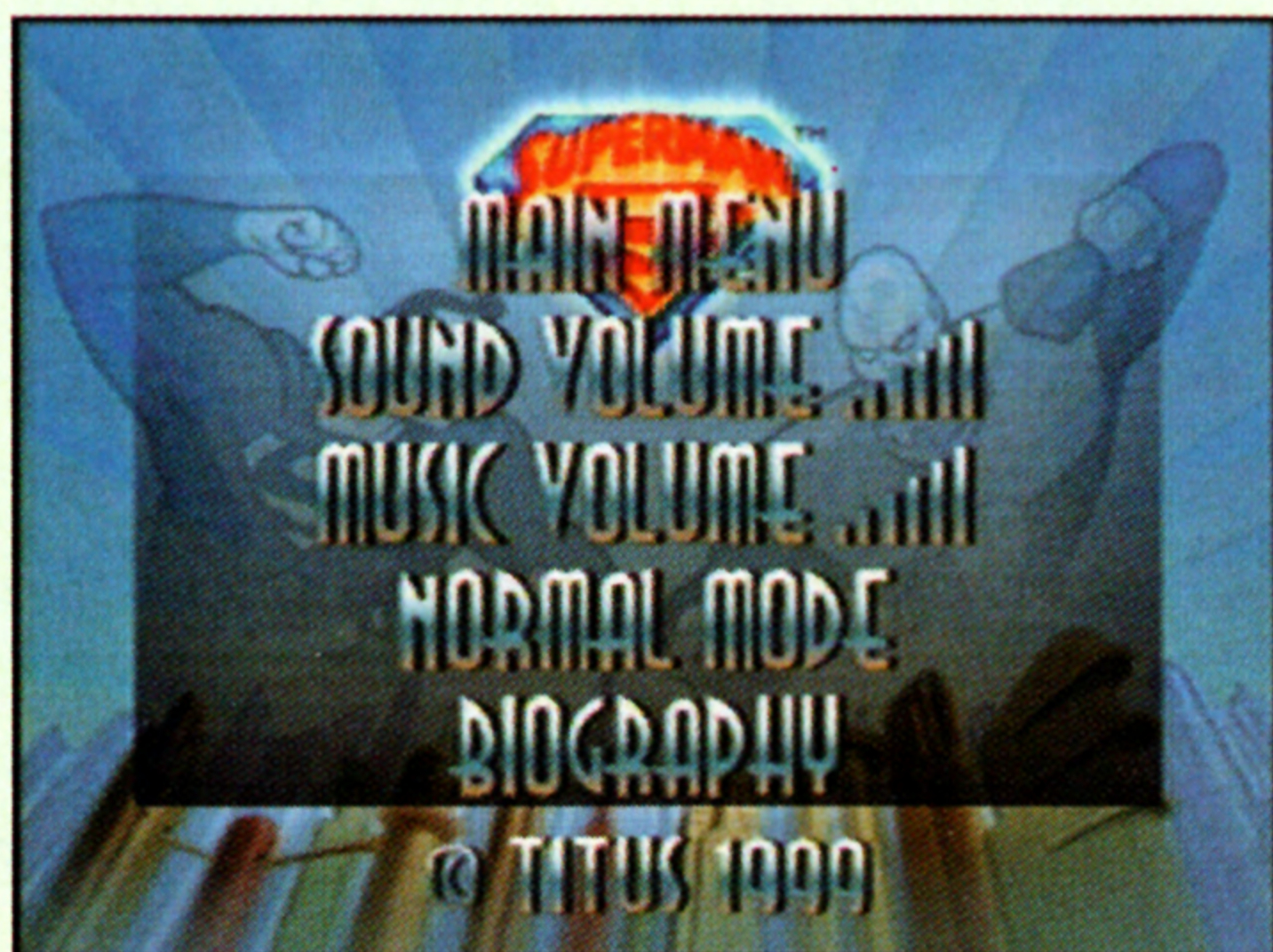
MUSIC VOLUME: CHANGES THE MUSIC VOLUME.

NORMAL MODE: CHANGES THE DIFFICULTY LEVEL OF THE GAME, THE TIME ALLOWED FOR THE OUTDOOR MISSIONS AND THE PORTALS' INDICATIONS. BY DEFAULT THE GAME IS AT NORMAL LEVEL. YOU CAN ALSO CHOOSE TO PLAY THE EASY MODE OR THE SUPERMAN MODE. **ONLY THE SUPERMAN MODE WILL TAKE YOU TO THE END OF THE GAME.**

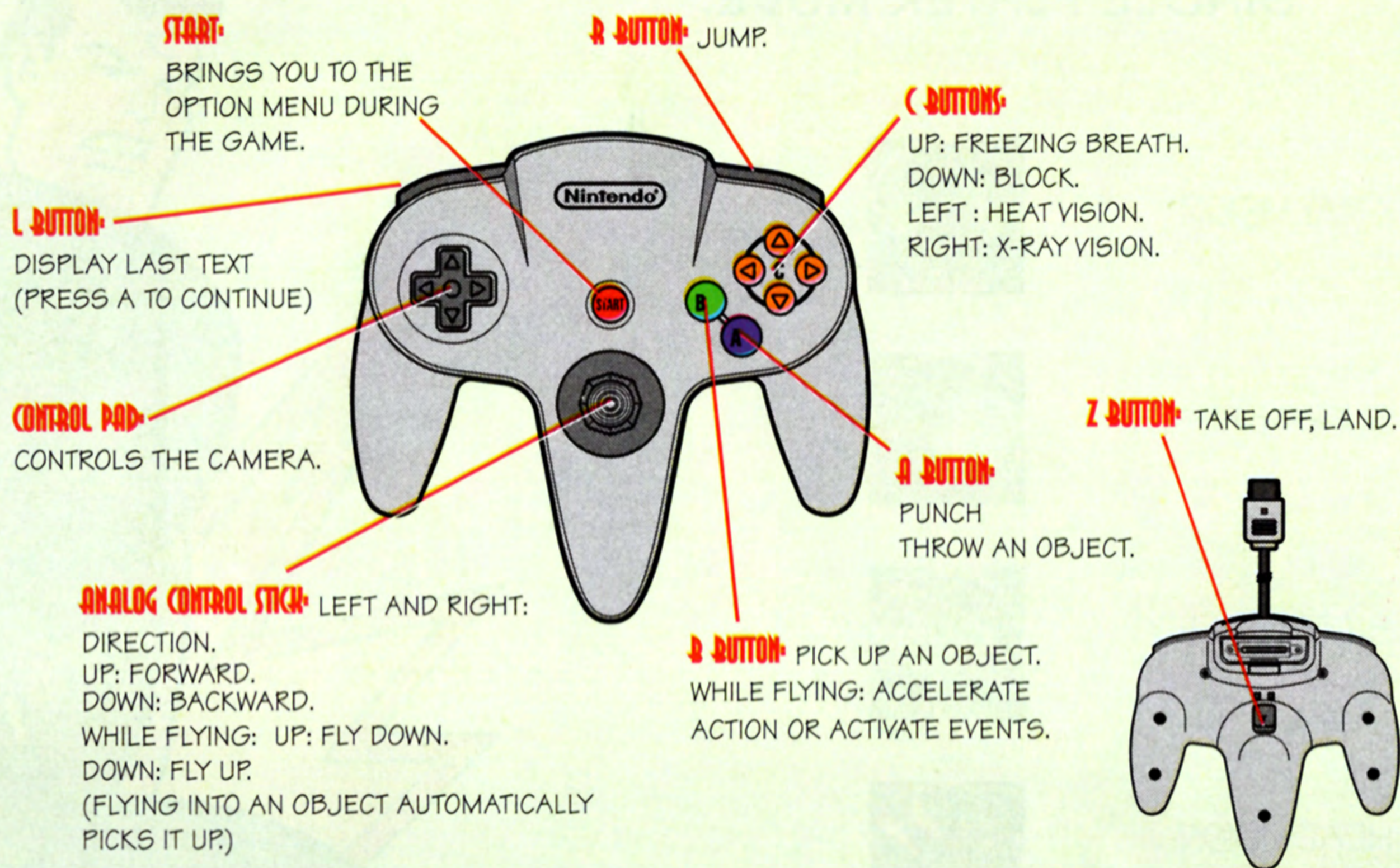
BIOGRAPHY: GIVES YOU A BIO OF THE MAIN CHARACTERS IN THE GAME.

A: TO SWITCH CHARACTERS

B: TO GO BACK TO THE MAIN MENU



CONTROLS



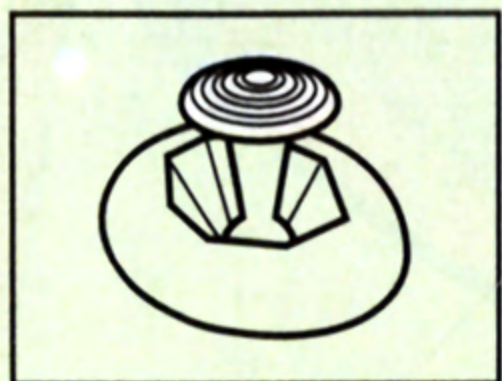
CONTROL STICK FUNCTION

THE NINTENDO 64 CONTROL STICK USES AN ANALOG SYSTEM TO READ THE ANGLES AND DIRECTIONS OF ITS MOVEMENT. THIS ALLOWS SUBTLE CONTROL THAT IS NOT POSSIBLE USING THE CONVENTIONAL + CONTROL PAD.

WHEN TURNING THE CONTROL DECK POWER **ON**, DO NOT MOVE THE CONTROL STICK FROM ITS NEUTRAL POSITION ON THE CONTROLLER.



IF THE CONTROL STICK IS HELD AT AN ANGLED POSITION (AS SHOWN IN THE PICTURE ON THE LEFT) WHEN THE POWER IS TURNED **ON**, THIS POSITION WILL BE SET AS NEUTRAL. THIS WILL CAUSE GAMES USING THE CONTROL STICK TO OPERATE INCORRECTLY.



TO RESET THE NEUTRAL POSITION ONCE THE GAME HAS STARTED, LET GO OF THE CONTROL STICK SO IT CAN RETURN TO ITS CENTER POSITION (AS SHOWN IN THE PICTURE ON THE LEFT) THEN PRESS **START** WHILE HOLDING THE **L** AND **R** BUTTONS.

COMPATIBLE WITH THE RUMBLE PACK - INSERT WHEN MESSAGE APPEARS ON SCREEN. OTHER CONFIGURATIONS OF THE CONTROLLER ARE PROPOSED IN THE OPTION MENU. THE CONTROL STICK IS A PRECISION INSTRUMENT - MAKE SURE NOT TO SPILL LIQUIDS OR PLACE ANY FOREIGN OBJECTS INTO IT.

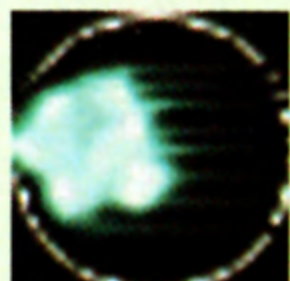
SUPER POWERS

SINGLE PLAYER MODE.

X-RAY VISION



SUPER BREATH



SUPER SPEED



HEAT VISION



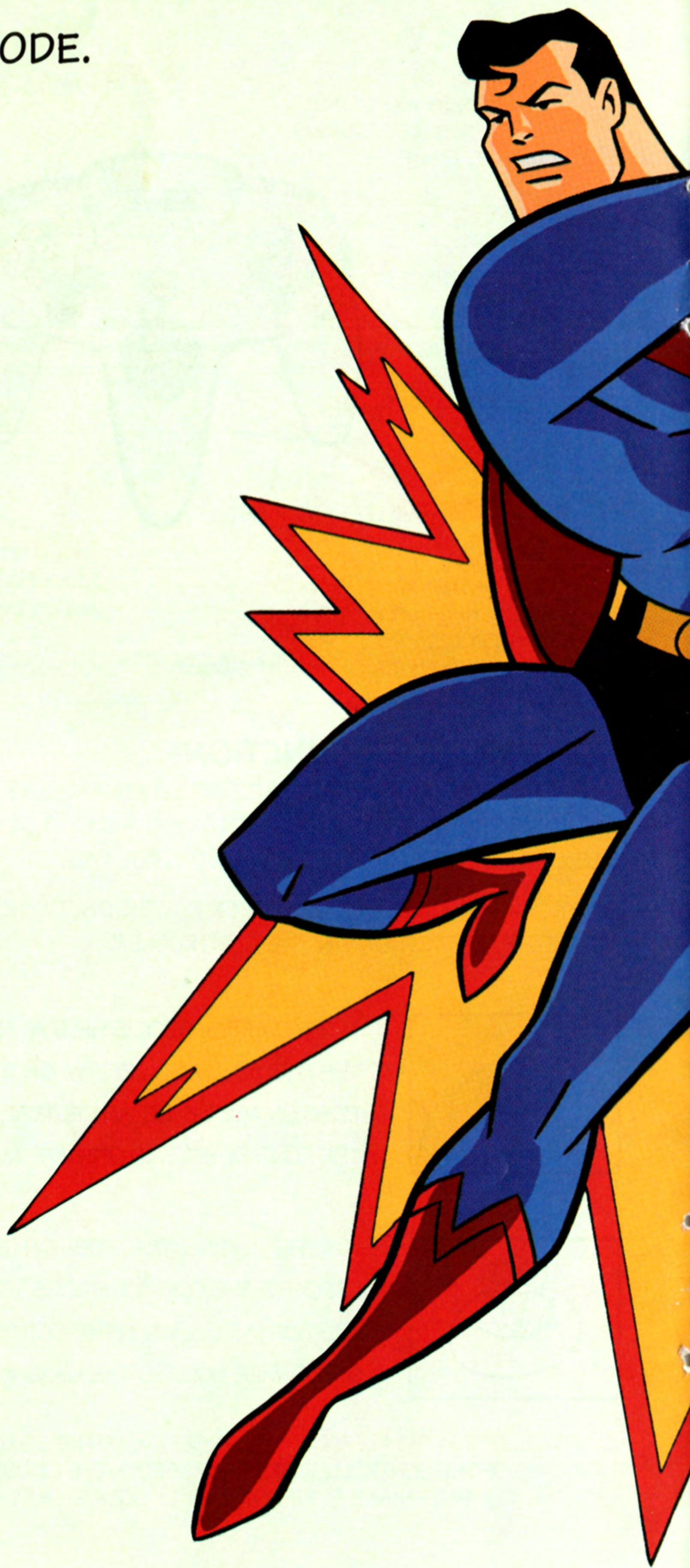
ENERGY

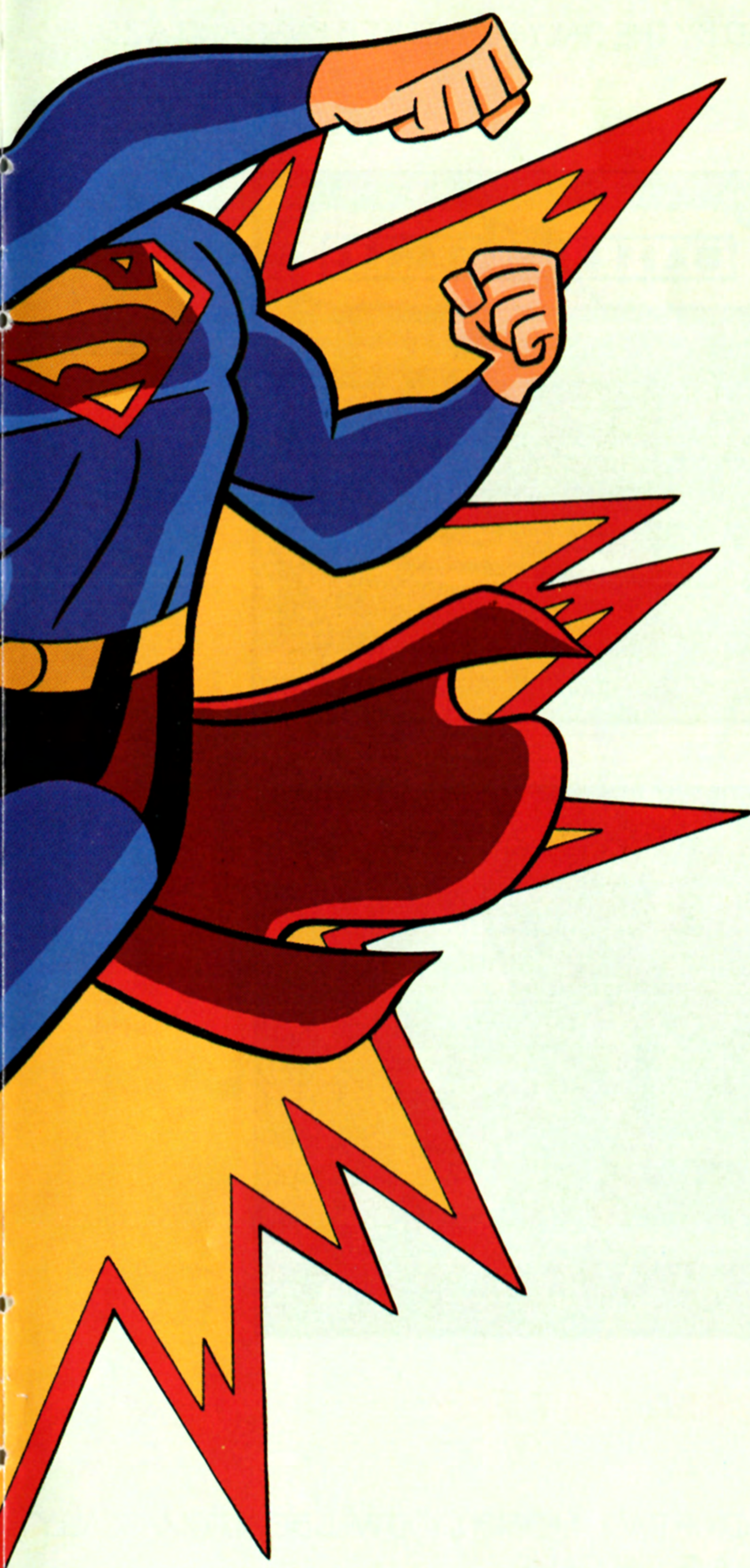


REPROGRAMMATION



LURE





MULTIPLAYER MODE.



HOMING MISSILE



ROCKET



MINE



FULL ENERGY



ENERGY + 50%



ENERGY + 25%



TURBO



SHIELD



PLASMA CANNON

GAME PLAY

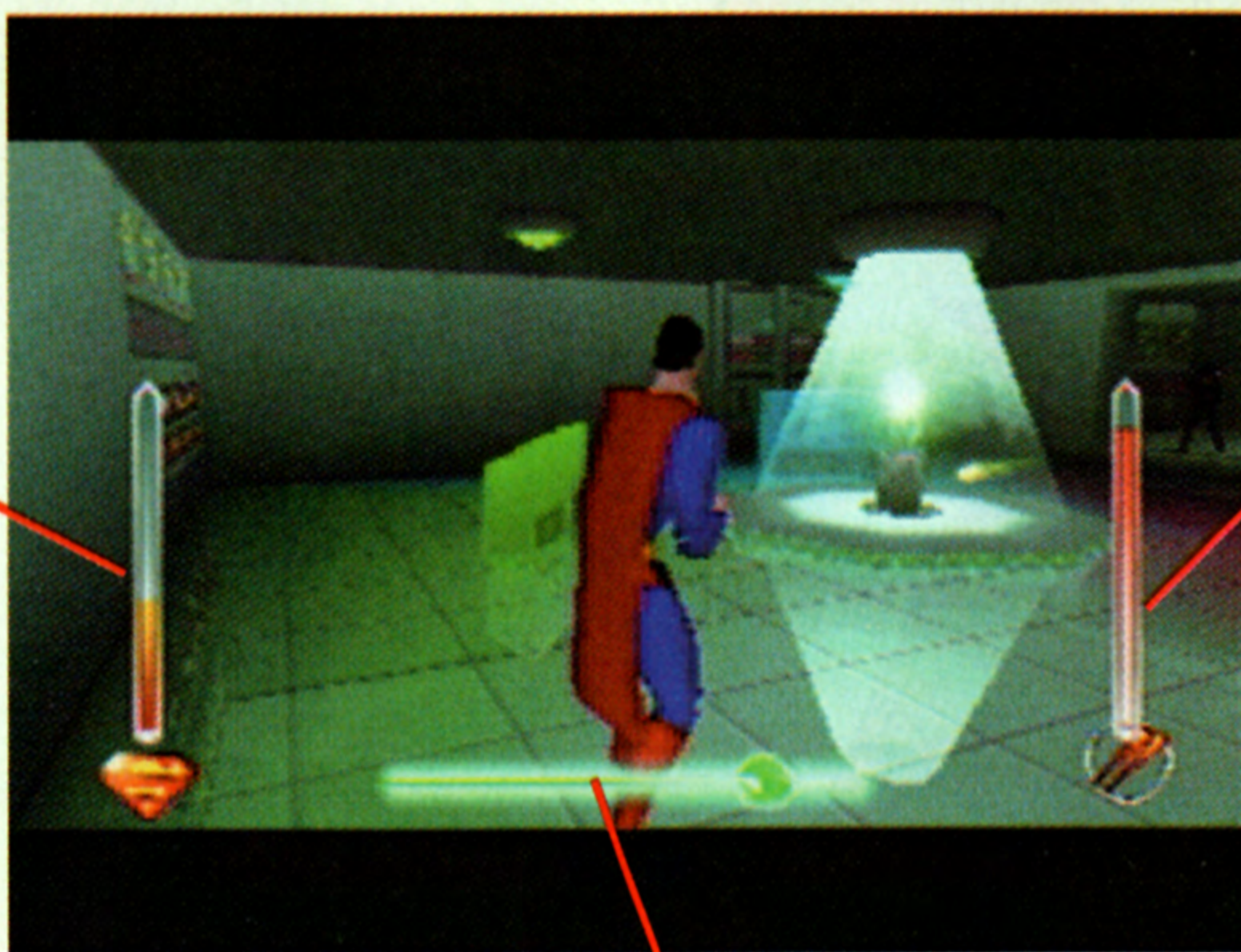
YOUR OBJECTIVES WILL BE REVEALED BY THE DAILY PLANET WEB PAGE AND A 3D ANIMATED SEQUENCE.

MISSIONS



GAUGES

HEALTH GAUGE



SUPER POWER
LEVEL

KRYPTONITE DENSITY METER

TO SAVE THE GAME: AT THE END OF EACH MISSION, YOU WILL BE AUTOMATICALLY ASKED TO SAVE THE GAME.



PAUSE MENU

YOU CAN ACCESS THE PAUSE MENU BY PRESSING **START** DURING THE GAME.

ONE PLAYER

RESUME: RESUMES THE GAME.

SOUND VOLUME: CHANGES THE SOUND EFFECTS VOLUME.

MUSIC VOLUME: CHANGES THE MUSIC VOLUME.

DISPLAY CINEMA: CHANGES THE SIZE OF THE SCREEN (CINEMA, NORMAL, 90%,...).

RESTART MISSION: RESTARTS THE CURRENT MISSION.

STORY AND CONTROLS: GIVES A BRIEF SUMMARY OF THE STORY AND EXPLAINS THE CONTROLS,

QUIT: RETURNS TO MAIN MENU.



MULTIPLAYER

RESUME: RESUMES THE GAME.

SOUND VOLUME: CHANGES THE SOUND EFFECTS VOLUME.

DISPLAY HORIZONTAL: CHANGES THE WAY THE SCREEN IS SPLIT.

STORY AND CONTROLS: GIVES THE RULES OF THE MULTIPLAYER MODE AND EXPLAINS THE CONTROLS.

QUIT: RETURNS TO THE MULTIPLAYER MENU.



MULTIPLAYER MODE

MENU

SINGLE/TEAM MODE.

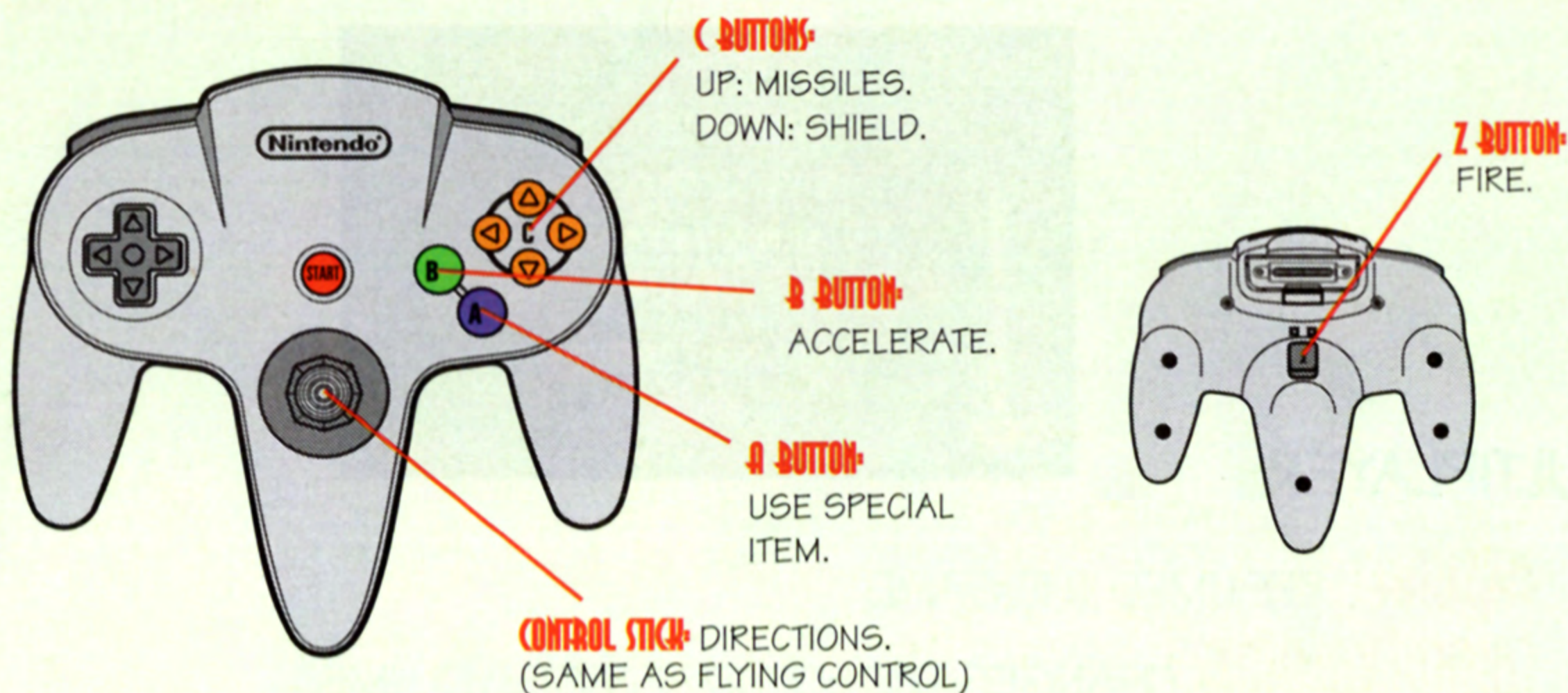
AVAILABLE ONLY IN THE FIGHT MODE

CHOOSE THE ARENA.

AVAILABLE ONLY IN THE FIGHT MODE



CONTROLS



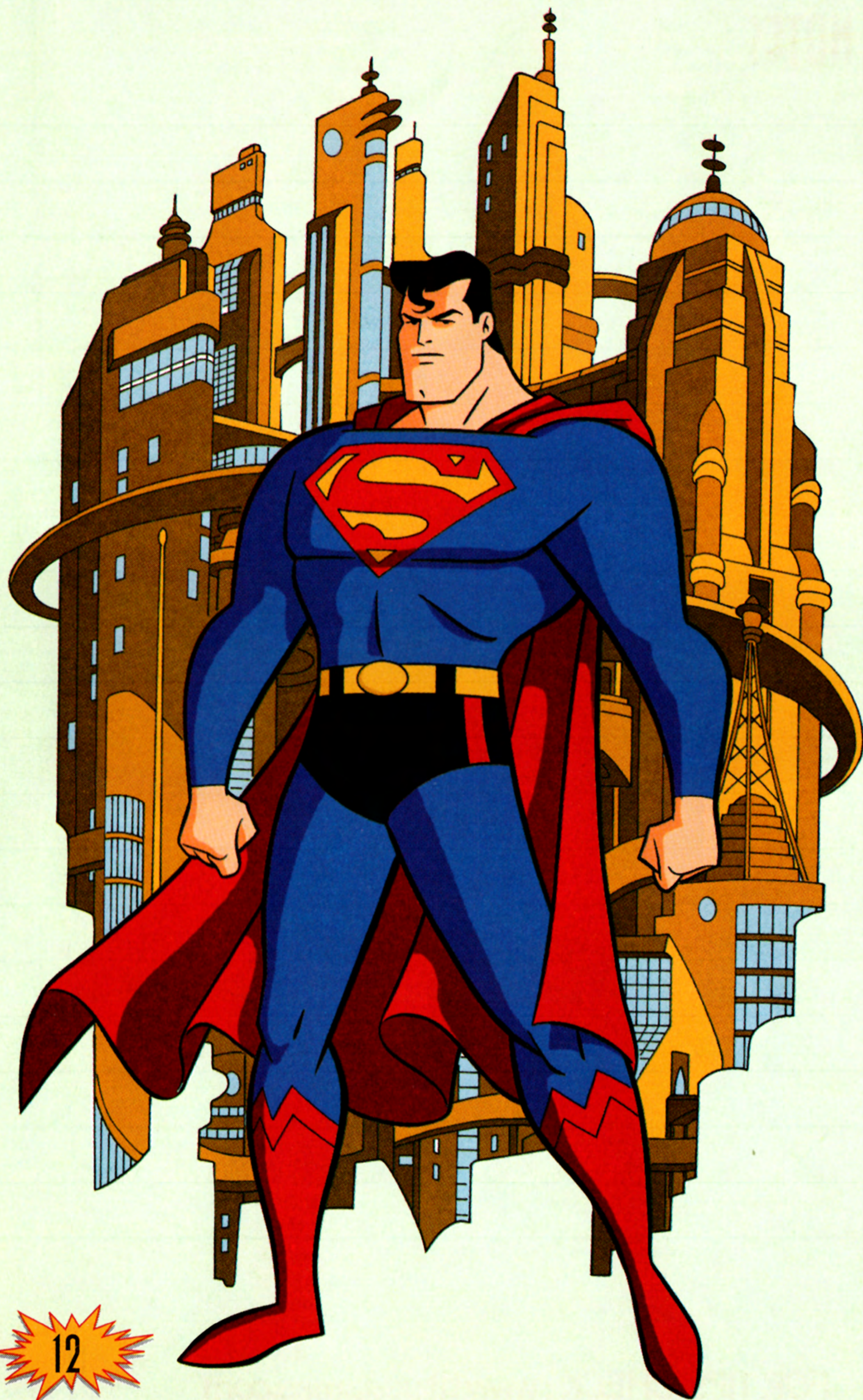
RULES

FIGHT MODE: CHASE AND SHOOT THE OTHER PLAYERS. THE PLAYER WITH THE MOST ENERGY LEFT WINS.

RACE MODE: THE PLAYER WITH THE LEAD CREATES PORTALS (A RING WILL APPEAR ON THE UPPER RIGHT CORNER OF HIS SCREEN). THE OTHER PLAYERS HAVE TO CHASE HIM GOING THROUGH THE RED RINGS AND PASS HIM TO TAKE THE LEAD. WHEN A PLAYER TAKES THE LEAD, HIS ENERGY WILL GO BACK UP TO THE MAXIMUM, BUT HE WILL BE SLOWER. THE PLAYER THAT ENDS WITH THE MOST ENERGY WINS.

NOTES

This image shows a single page of white paper with horizontal blue ruling lines. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.



WARRANTY/SERVICE INFORMATION

LIMITED WARRANTY

Titus warrants to the original purchaser of this Titus product that the medium on which this program is recorded is free from defects in materials and workmanship for a period of (90) days from the date of purchase. This Titus program is sold as is without express or implied warranty of any kind, and Titus is not liable for any losses or damages of any kind resulting from use of this program. Titus agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Titus product with proof of date of purchase.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Titus product has arisen through abuse, unreasonable use, mistreatment or neglect.

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This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be preempted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

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