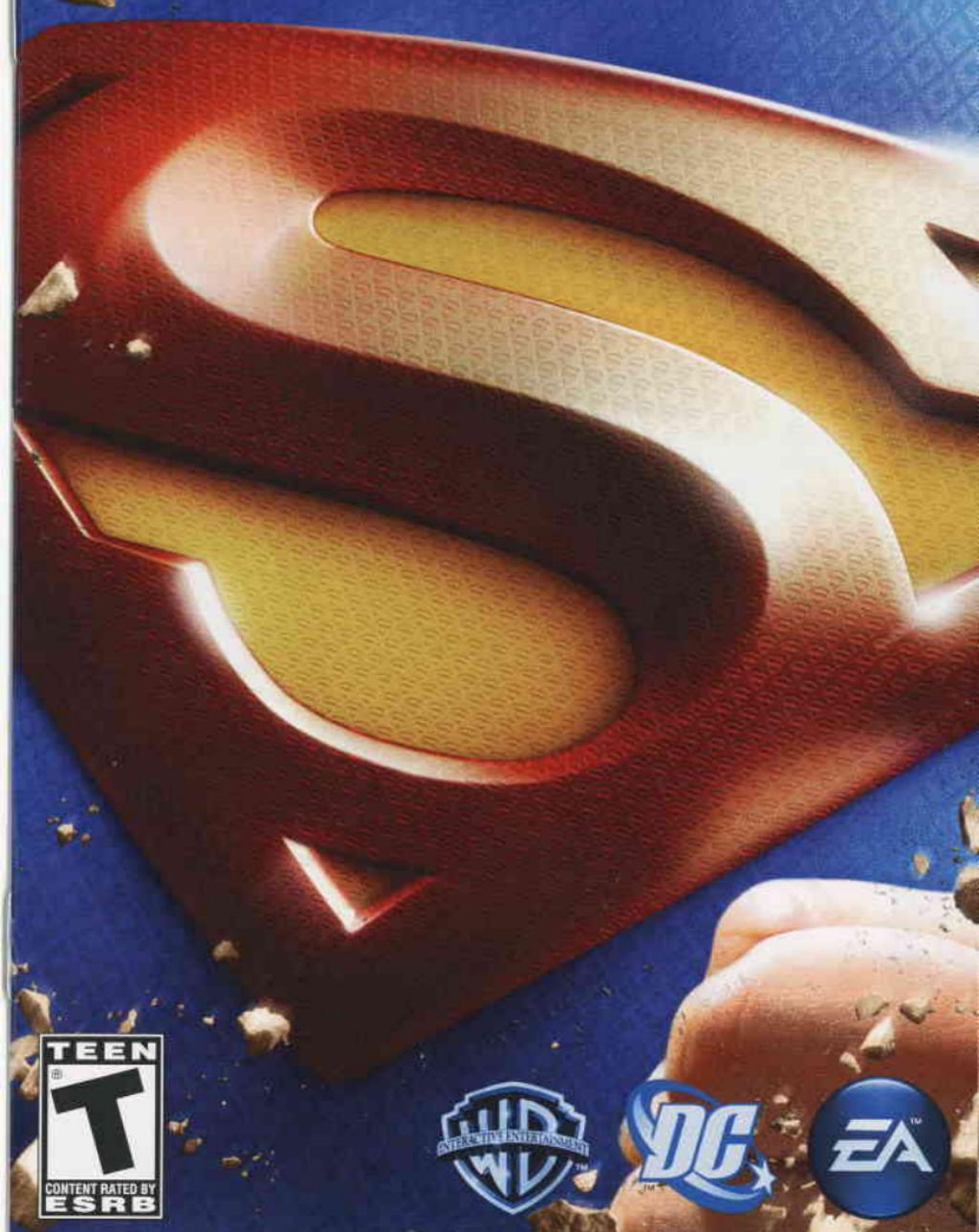




XBOX 360

SUPERMAN RETURNS



WARNING

Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support (see inside of back cover).

Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

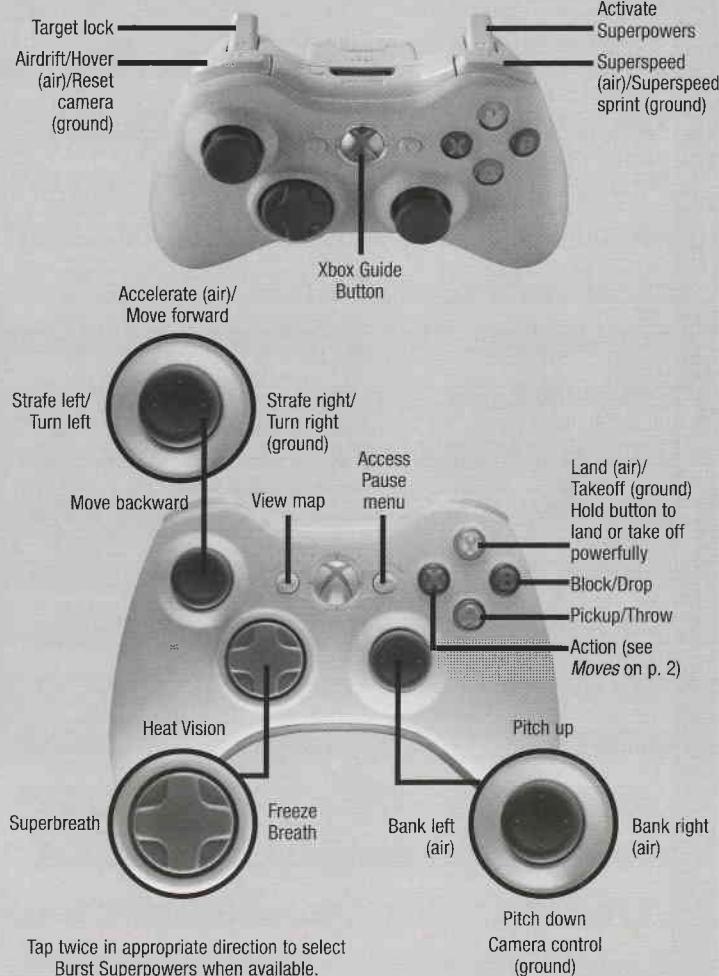
- Sit farther from the television screen.
- Use a smaller television screen.
- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Check out EA™ online at www.ea.com.

COMPLETE CONTROLS

These are the default controls. To choose one of the three other configurations, select CONTROLLER OPTIONS from the Pause menu. Some controls have different functions depending on whether you're airborne or on the ground.



MOVES

Master all of *Superman*'s moves to unleash unstoppable attacks against your enemies. Moves shown as ??? are unlocked as you progress through the game. Keep track of your entire arsenal via the Pause menu's Moves List.

ON THE GROUND	
Punch	Ⓐ
Orbital Punch	Hold Ⓐ
One-Two Combo	Ⓐ, Ⓐ
Thunderclap Combo	Ⓐ, Ⓐ, Ⓐ
Locomotive Combo	Ⓐ, Ⓐ, Ⓐ, Ⓑ
Tremor Combo	Ⓐ, Ⓐ, Ⓐ, Ⓑ, Ⓐ
???	???
???	???
???	???
???	???
Uppercut	Ⓐ + Ⓐ
???	???
???	???
???	???
Krypton Catapult	Ⓐ to grab enemy then pull Ⓑ
Around the World	Ⓐ to grab enemy then pull and hold Ⓑ
Foe Hammer	Ⓐ to grab enemy then Ⓐ, Ⓐ, Ⓐ
Speeding Bullet	Hold Ⓑ + Ⓐ ⏴/⬅/➡/⬆
Surprise Exchange	Evade (Hold Ⓑ and Move Ⓐ ➡/⬅/⬇), Ⓐ
Jor-El's Fist	Ⓑ, Ⓐ
Train Wreck	Ⓑ, hold Ⓐ
???	???
Savior Combo	Ⓐ, hold Ⓐ
Jor-El's Fury	Ⓐ, Ⓑ, Ⓐ
Grip of Steel	Ⓐ, Ⓐ
???	???
Daybreak	Ⓐ, Ⓐ + Ⓐ
???	???
Justice Bringer	Select Heat Vision, Ⓐ Ⓑ
???	???
Arctic Blast Combo	Select Freeze Breath, Ⓐ, Ⓑ
???	???
Oath Keeper	Select Superbreath, Ⓐ, Ⓑ
???	???

MOVES (CONT.)

IN THE AIR	
Aerial Punch	Ⓐ
Shooting Star	Hold Ⓐ
Air One-Two Combo	Ⓐ, Ⓐ
???	???
Down to Earth	Ⓐ + Ⓐ
Down to Earth Double	Ⓐ + Ⓐ, Ⓐ

INTRODUCTION

Superman Returns...: The Videogame takes Superman on a journey from the foreign planet Warworld to the streets of Metropolis. Playing as Superman, you have to utilize Superspeed, Superstrength, Heat Vision, Freeze Breath, and Superbreath to repeatedly save Metropolis and its citizens from threats of nature, aliens, escaped science experiments, and DC Comics' super villains including *Mongul*, *Bizarro*, *Metallo*, and *Lex Luthor*.

PLAYING THE GAME

As the *Man of Steel*, can you master your superpowers to save Metropolis and its citizens from the endless assault from classic villains and natural disasters.

GAME SCREEN



PAUSE MENU

Press **Y** at any time to access the Pause menu. From here you can fine tune your settings, save your game, and more.

NOTE: The default settings are listed in **bold**.

Resume Game	Get back to the action.
Restart Objective	Start the current objective from the beginning.
Save/Load	Save your game or load a previously saved game.
Statistics	Check out all the stats here.
Moves List	Review the button combinations necessary to unleash any moves you've unlocked.
Gameplay Options	Y Inversion: See below. Smart Camera: Automatically centers the camera behind Superman (horizontally and vertically) when you're on the ground. You can still force manual camera control by moving Y (in controller configuration 1 and 2). Vibration: Turn controller vibration ON/OFF .
Controller Options	Select from the four configurations. Press Y to review the ground/air controls for each configuration.
Audio Options	Adjust the music and sound effects volume.
Quit Game	Quit the game you're playing (don't forget to save first!).

Y INVERSION

This option sets the way you control your pitch when flying. When set to **NORMAL**, moving **Y** makes you fly toward the sky. When set to **INVERTED**, moving **Y** makes you fly toward the ground.

SUPERPOWERS

Flight, Heat Vision, Superbreath, Freeze Breath, Superhearing, Superspeed and Superstrength: these are Superman's Superpowers. Use them by themselves or try them in combination to take out your enemies.

Your targeting indicator shows if Heat Vision, Superbreath, or Freeze Breath is active. When you lock on to a target, it's surrounded by the color of your active Superpower: red for Heat Vision; yellow for Superbreath; and blue for Freeze Breath.

SUPERPOWER TARGETING INDICATORS



Heat Vision



Superbreath



Freeze Breath

SUPERHEARING

Superhearing alerts Superman to various objectives in the game. The alerts appear as icons on the edge of your screen. Move or fly toward the icons to find the objective.

These are the icons and their meanings:



This icon appears in different colors depending on the type of alert: Bosses are purple; Minions are green; Natural disasters are orange; EMTs and Fire Trucks are bright red; and new Metro Events are crimson.



Critical objective



Citizen in distress



There are three fire icons depending on the size of the fire: Small fires are yellow; Medium fires are orange; Large fires are red.

XP POINTS AND UNLOCKABLES

After completing objectives, you earn points that unlock various rewards throughout the game. Some of the rewards improve your Superpowers or give you new combo moves or improved stamina. Other rewards unlock mini-games, concept art from the game, theatrical posters, concept art from *Superman Returns*, and more.

Be sure to check out the Pause menu's Moves List to review any combos you've unlocked.

SAVING AND LOADING

Every time you start *Superman Returns: The Videogame* you're asked whether you want to start a new game or load a saved game. Select LOAD GAME to resume any game you've previously saved to your gamer profile.

To save a game, select SAVE/LOAD from the Pause menu and choose either your Xbox 360 Hard Drive or an Xbox 360 Memory Unit. You cannot save during an objective. You must complete it before saving.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to www.xbox.com/familysettings.

LIMITED 90-DAY WARRANTY

Electronic Arts Limited Warranty

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "Recording Medium") and the documentation that is included with this product (the "Manual") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.