



EVERYONE 10+
E
10+
CONTENT RATED BY
ESRB

THQ

⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
 - Avoid large screen televisions. Use the smallest television screen available.
 - Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
 - Avoid playing when you are tired or need sleep.
-

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

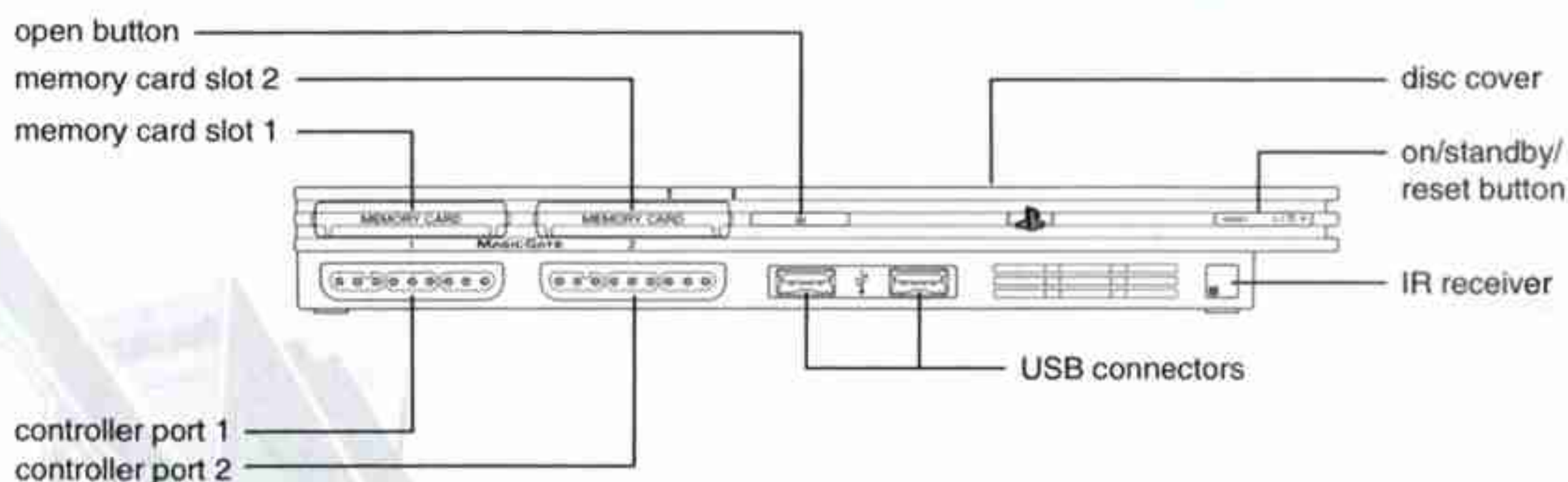
HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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GETTING STARTED



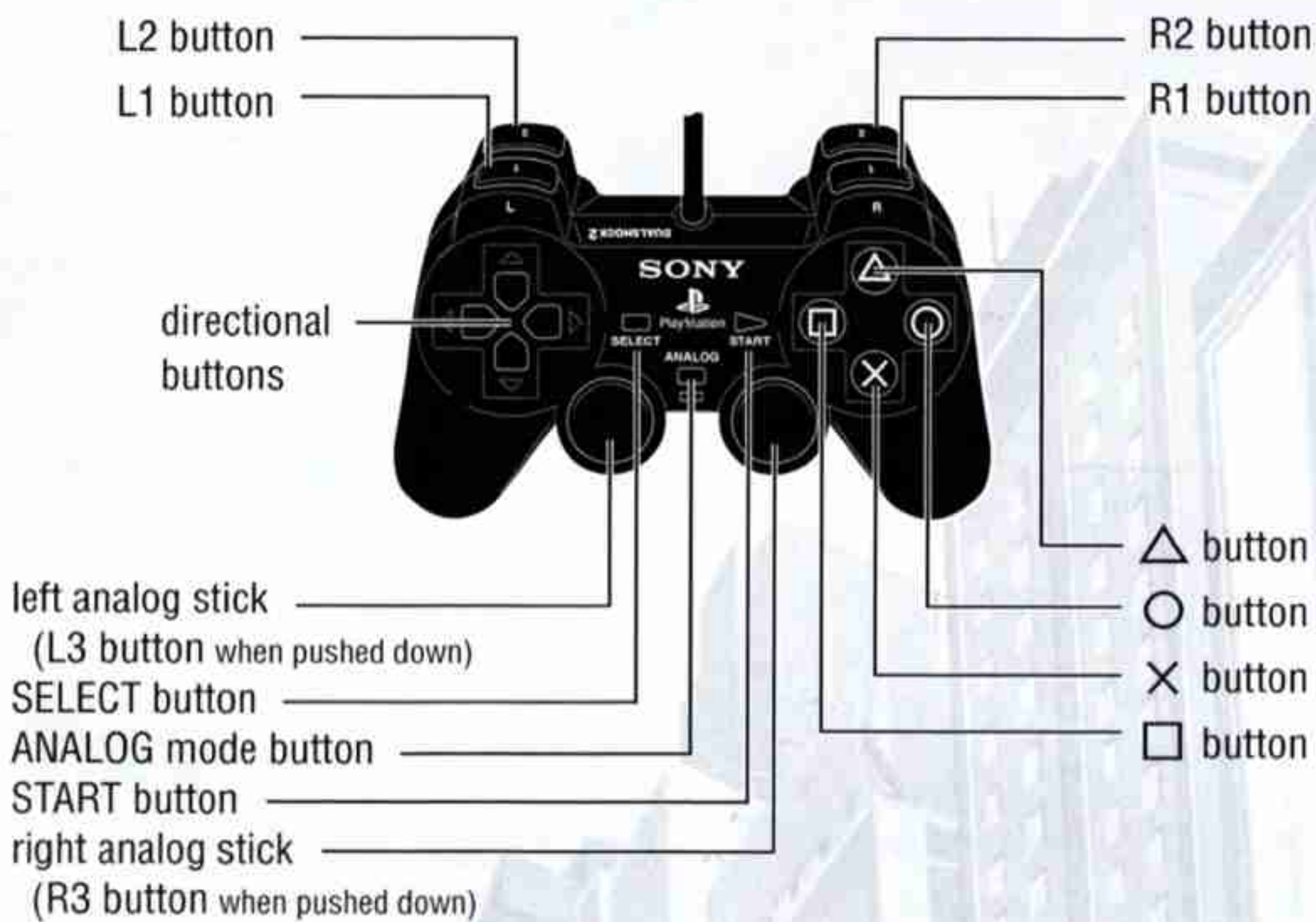
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *Marvel Super Hero Squad* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card [8MB][For PlayStation 2]

To save game settings and progress, insert a memory card (8MB) for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation 2 system. You can load saved game data from the same memory card or any memory card (8MB) (for PlayStation®2) containing previously saved games.

CONTROLS

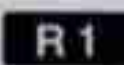
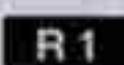
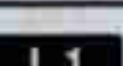
DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



MENU CONTROLS

Navigate Menus	left analog stick / directional buttons
Back	⊙ button
Select / Confirm	⊗ button

BASIC CONTROLS

Walk / Run / Fly	left analog stick
Move Camera	right analog stick
Reset Camera	 button
Jump / Evade	 button (tap)
Hover (fliers only)	 button (double tap)
Land (fliers only)	 button (tap)
Melee Attack	 button
Reach ("Power") Attack	 button
Throw Object	 or  button
Auto-select / Change Target (Battle Mode)	 button (tap)
Free Targeting (Battle Mode)	 button (hold)
Lock-on to Target (Adventure Mode)	 button (hold)
Manual Aim (Adventure Mode)	 button (hold) + left analog stick
Switch to buddy (single player only)	 directional button
Display/hide player numbers (Battle arenas only)	 Button
Fly up (in air)	 directional button or 
Fly down (in air)	 directional button or 
Interact / Pick Up Object	 directional button
Set-up a Takedown move (on ground)	 directional button
Chain / Finisher Moves	 button
Open Pause Menu	 button

STORY

When the evil Doctor Doom transported the all-powerful Infinity Sword to Earth, Iron Man was there to stop him from controlling it. The battle was incredible, and at its end the blade shattered into dozens of Infinity Fractals. Fractals scattered far and wide across Super Hero City.

Each of the Fractals holds great power: if Doctor Doom finds them all and puts them back together, he'll rule the Universe! Who can stop him now?

The SUPER HERO SQUAD, that's who! Guided by Ms. Marvel of S.H.I.E.L.D., the squad includes Iron Man, Thor, Hulk, Falcon, Silver Surfer, and Wolverine. But Doctor Doom's not alone - he's assembled the LETHAL LEGION, with villains like Sabretooth, M.O.D.O.K., Magneto, Juggernaut and the mischievous Loki!

Their fight for the Infinity Fractals takes them across the Marvel Universe... but on this day, S.H.I.E.L.D. discovers a Fractal very close to home. Now the Super Hero Squad and the Lethal Legion find themselves on a collision-course with mayhem!



FIGHT FOR GOOD!

Play a hero in Adventure Mode, featuring a tale bigger than Galactus and mini-stories for each of the core members of the Super Hero Squad. You can also play with a friend for twice the fun!

FIGHT FOR EVIL!

Play a classic Marvel super villain in Battle Mode and teach those goody two-shoes heroes a lesson!

FIGHT FOR FUN!

Mix and match 20 unique heroes and villains in Battle Mode! With (or against) up to 3 friends in 15 different battle zones located across the Super Hero Squad Universe. There are lots of cool ways to play!

MAIN MENU

Adventure

Launches you (and a friend, if you wish) into the full-length Super Hero Squad adventure. If you are part-way through the adventure, you can pick up at the start of your current chapter, or replay any chapter you've already completed.

Play the Adventure to unlock lots of heroes, villains, and arenas for the Battle mode!

Battle

Sends you to the battle arenas where you and up to 3 of your friends can choose from any of the available characters and arenas. Customize the action for some serious super-powered mayhem!

Extras

Here you can play any of the movies from the Adventure story you've played through or view the bonuses you've unlocked.

Options

Opens the Options menu, where you can adjust sound volume, unlock cheats and bonuses with codes, enable or disable cheats, or check what the controls do.



GAME SCREEN

Stamina Bar



Interaction

Your Stamina bar tells you how healthy you are. In Battle Mode when it gets low, you become vulnerable to Takedown attacks and your character flashes red.

(Adventure Mode) Sometimes, you can interact with things in the environment in unusual ways. Keep an eye out for special prompts that show you what to do!

ADVENTURE MODE: A FRACTAL FRAGMENTED!

Play a complete Marvel Super Hero Squad story, and stop Doctor Doom from taking over not only Super Hero City, but quite possibly the whole Universe!

In each chapter you'll play a member of the Super Hero Squad - sometimes you choose who you'll play, at other times you play the current star of the story.

A second player can join in and play any chapter of Adventure mode as a buddy of the Super Hero Squad. In some chapters you can play another member of the squad; in others, you play as a super-powered friend of the Super Hero Squad, including members of the Fantastic Four®, the X-Men®, the Avengers, and S.H.I.E.L.D.®. You'll have between 2 and 6 heroes from which to choose in each chapter.

You and your buddy can only join the game at the beginning of any chapter (during hero selection) but either of you can drop out at any time from the Pause menu.

Play the Adventure to unlock lots of extra characters and arenas for Battle mode.

BATTLE MODE

Up to 4 players (human and computer) can take part in either team or free-for-all battles, in any available arena.

Battle Arenas

There are 15 battle arenas. In the beginning, you will have access to 4 battle arenas. Unlock the 11 others as you complete chapters in Adventure Mode.

In Battle mode, scoring Battle Points is all-important. You earn points for defeating your opponents, but defeat is only temporary: super heroes and super villains always bounce back! Different types of defeat (K.O., Ring-out, Takedown) earn different numbers of Battle points; find out what scores you the most!

BATTLE TYPES:

Time Battle Play to a set time limit. At the end of the time, the player with the highest score wins!

Score Battle Play to a set points score. The first player to reach this score wins!

Elimination Battle Everybody starts with a set number of points and loses some of them every time they're ringed-out, KO'd or taken down. When your points are gone, you're out! Last fighter in the arena wins!

Choose from any of the 20 heroes or villains. If you've unlocked their bonus costume, you can choose to play them in that costume instead. In their different costumes, you can even battle a hero or villain against themselves!

If you just want to practice or battle for fun, set up a Training Battle that doesn't end until you say so! Try out each hero and villain: they all have their own advantages and weaknesses - find your favorites, and fight!

Some characters have second costumes that can be unlocked and used in Battle Mode. To use an alternate costume, highlight the character and press **R1** and then **X**.

THE SUPER HERO SQUAD



IRON MAN

Leader of the Squad, Iron Man's high-tech armor and love of gadgets means he's ready for anything... most of the time. His Repulsor-ray technology allows him to fly, and blast the bad guys into the next town! Just don't ask him to repair your toaster.

FALCON

Young and impatient but also swift and sure, Falcon is the high-flyin' new kid on the team. But with the help of his feathered sidekick, Redwing, he manages to keep his head when the going gets tough.

WOLVERINE

He might be small, but he's got wicked claws and an attitude to boot. Never afraid of a fight, Wolvie sometimes gets in over his head. But his amazing healing powers and his loyalty to his friends means he can get out of trouble just as fast.

HULK

Big, green, super strong and hungry almost all of the time, Hulk is pretty uncomplicated. His best friend is Wolverine, whom he treats like a pet puppy. Just don't make him angry...or Hulk will smash!

THOR

Thor commands the powers of thunder and lightning... and he has a neat hammer that always comes back when he throws it. He's a good-looking guy, and everybody loves him - even if they cannot understand him because of his old fashioned speech!

SILVER SURFER

From far across the cosmos, the Silver Surfer is one laid-back dude. Just as well, because he controls the mighty Power Cosmic! He loves to daydream, but when trouble strikes, the Surfer springs into action. Nothing can stop him from bring harmony back to Super Hero City!

THE LETHAL LEGION



DOCTOR DOOM

Incredibly smart and clever with a mean temper, all Doom wants is to rule the world... maybe the Universe. Is that too much to ask? Now if only his fellow villains weren't so... useless!

MODOK

He knows he's smarter than Doctor Doom, but nobody believes him. He might have tiny little arms and legs, but he's got the biggest brain there is, and his own army of yellow-suited AIM Agents. One day, when Doom's not looking...

MAGNETO

He's the sophisticated Master of Magnetism who'd rather not be working for Doctor Doom, but it helps pay the upkeep on his own Asteroid M base. As long as Doom doesn't expect him to actually do anything taxing, they get along just fine...

MOLE MAN

He might not bathe very often and might have a problem with gas (a BIG problem with gas!), but he's pretty smart and rules over an army of subterranean Moloids. Mole Man is pretty handy helping out with the building of Doom's Devices of Destruction!

ABOMINATION

Just like Hulk, he's huge and super-strong. But where Hulk's a big kid at heart, Abomination's bad, bad, bad! He's not very smart and bit greedy, and he enjoys yelling. He also likes breaking things... things like super heroes!

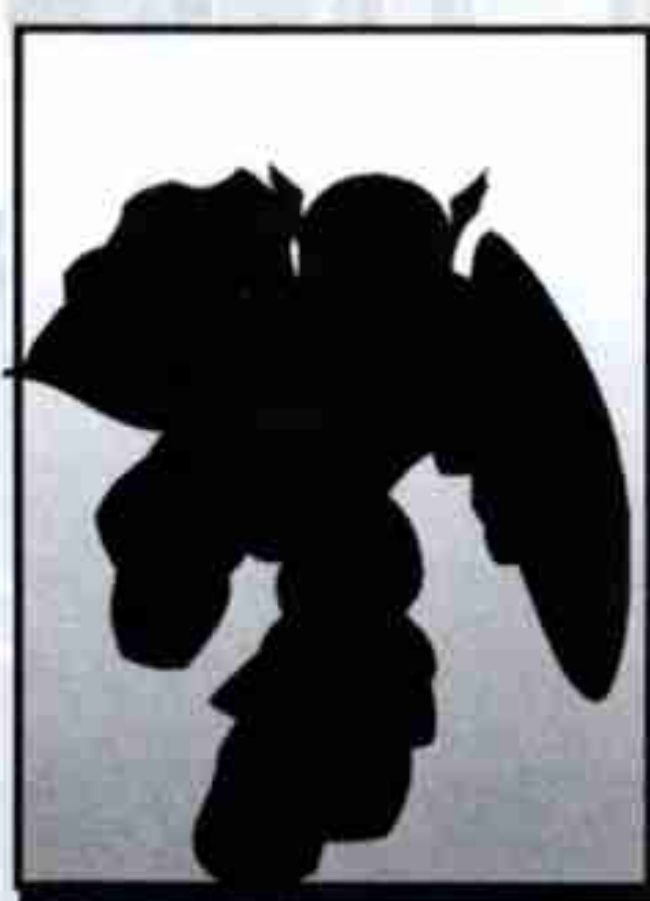
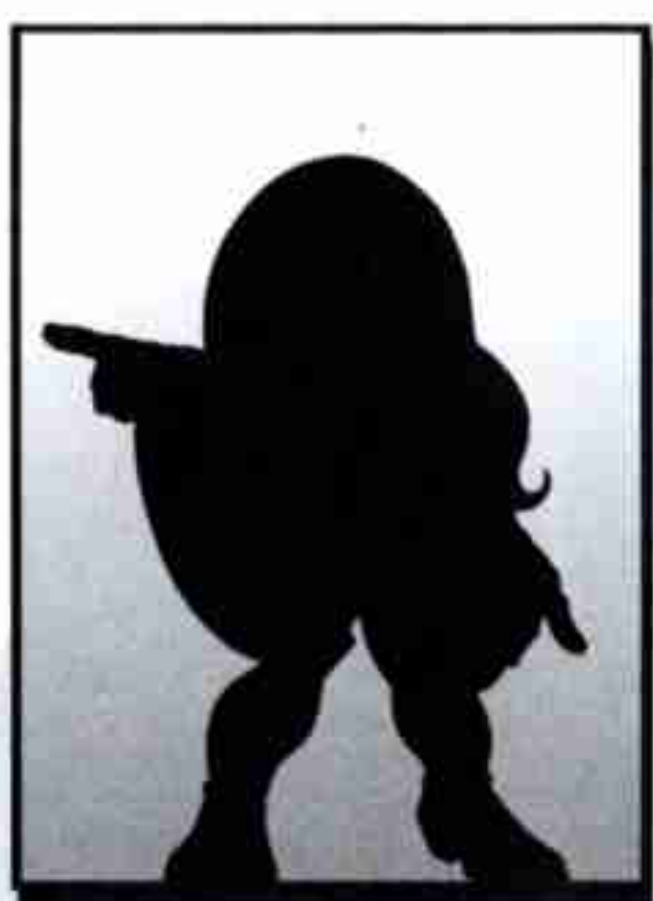
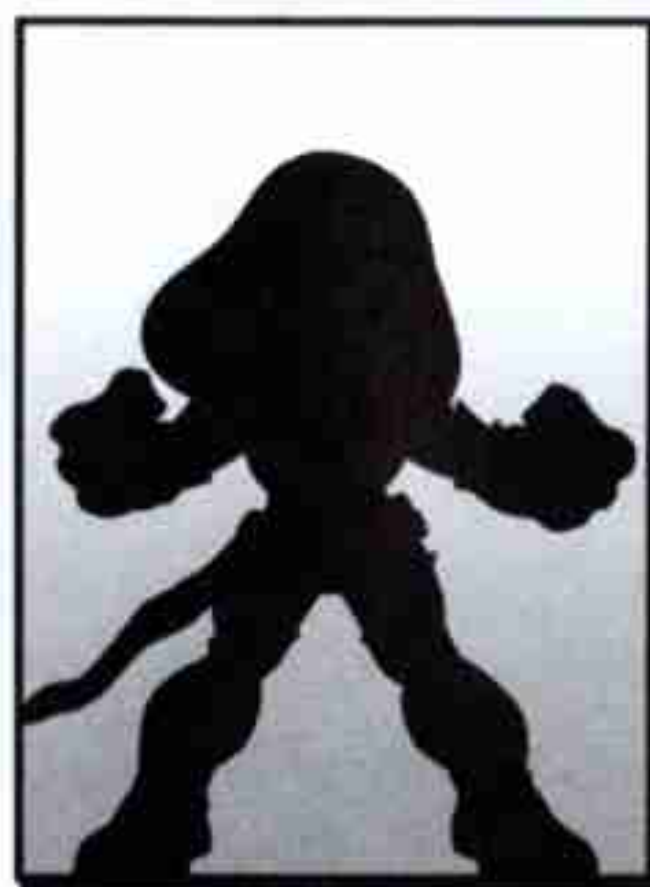
JUGGERNAUT

Once he starts to run, he's almost impossible to stop. Just hope you're not standing in his way! Everybody thinks he's just a brute, but he has a sensitive side too. When Doom commands, Juggernaut's ready and willing to be steam train of mean!

SABRETOOTH

Shaggy, mean, angry, rough, snarly, and oh, did we mention mean? He loves to fight, and... well, that's it. He loves to flex his claws in a good fight. And he doesn't like Wolverine at all. Did we mention he's mean?

OTHER HEROES AND VILLAINS



There are ten additional heroes and villains to discover, unlock and play in Battle mode. See if you can find them all!

FIGHTING MOVES

You can use your hero's fighting moves in both Adventure and Battle. Every hero and villain has a similar set of control moves, but the effects are unique, based on their super-powers.



Tap the  button to make a Melee attack. These are mostly punches and kicks.



Tap the  button to make a Reach (or "Power") attack. These are mostly beams, blasts, lunges, and shockwaves.

Tip: (Adventure Mode) If your hero or villain has a ranged attack they can hold the **R1** button and move the left analog stick to aim and fire at a target.

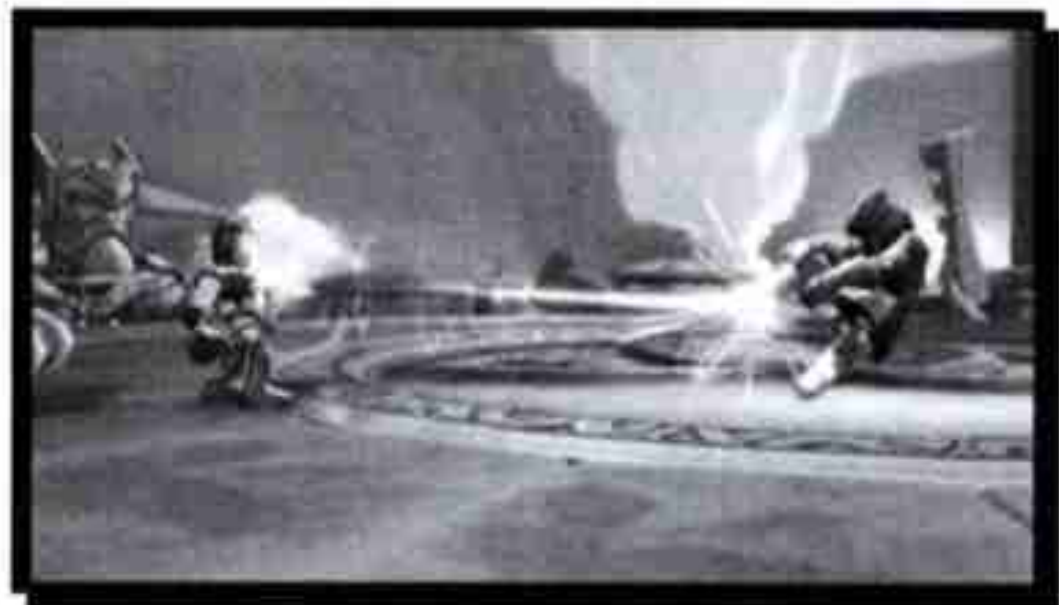


Vary these attacks by pushing the left analog stick towards or away from your target just before you tap the button.

Any sequence of 3 uninterrupted fighting moves is called a combo.

A successful combo makes it harder for opponents to interrupt your attacks. A combo provides you with the opportunity to add a Finisher or Chain move at the end of the sequence. (Finishers and Chains are described below.)

Tip: You can also include an Evade move as part of a combo. To Evade, tap the  button while pushing the left analog stick away from your opponent. Experiment with each character to discover the best combos.



When you complete a combo, you can tap the  button to perform a Finisher on your opponent.

EVERYBODY CAN MAKE THESE BASIC COMBOS:

 +  +  + 

 +  +  + 

 +  +  + 

 +  +  + 

 +  +  + 

SOME CAN MAKE THESE BASIC RANGED COMBOS:

(Try them with Iron Man, Falcon, or the Silver Surfer!)

 +  +  + 

 +  +  + 

 +  +  + 

Tip: There are lots more combos; experiment with your favorite heroes' and villains' moves to make your own! Try using -towards, -away, -towards, or -away attacks in the mix.

CHAIN ATTACKS

Some heroes and villains also have the ability to chain two combos together: instead of a Finisher, the  triggers a Chain attack - this lets you add another combo to the same attack, increasing its power! Complete that combo as well, and you can cap it all off with a Finisher.

You'll experience the unique powers of each hero and villain in every attack, combo and Finisher!

DASH-ATTACK

Double-tap the left analog stick in the direction your hero or villain is facing, and they'll put on a quick burst of speed. If you aim them at an opponent and they hit, they'll do a little damage too!

Tip: Opponents can't block a Dash-attack!

BLOCK

To block enemy attacks, either:

- Do nothing (don't move or attack) and your hero or villain performs a Passive Block when attacked.
- Push the left analog stick away from your opponent to perform an Active Block. If you Active Block just as your opponent attacks, you'll break out of any knock-back their attack causes, and can quickly attack back!

Tip: Your hero or villain has to be facing their attacker for a Block to work. When you block attacks, you will take some damage.

Tip: Active Blocks won't stop unblockable moves such as Finishers or Dash-attacks

TAKEDOWNS! (Arena Battles only)

When your opponent flashes red, they're Vulnerable, and it's time to use your Takedown attack. Hold DOWN, and follow the on-screen prompt: if you time it just right, your hero or villain will perform a seriously cool move, and put your opponent out of action!

PICKUPS and POWER-UPS

FRACTAL SHARDS

The Super Hero Squad fight the Lethal Legion to recover these big pieces of the Infinity Fractal that SHIELD uncovers at the beginning of the story. These shards are too powerful for heroes to hold on to for very long; you'll only see them as part of the story.

POWER SHARDS

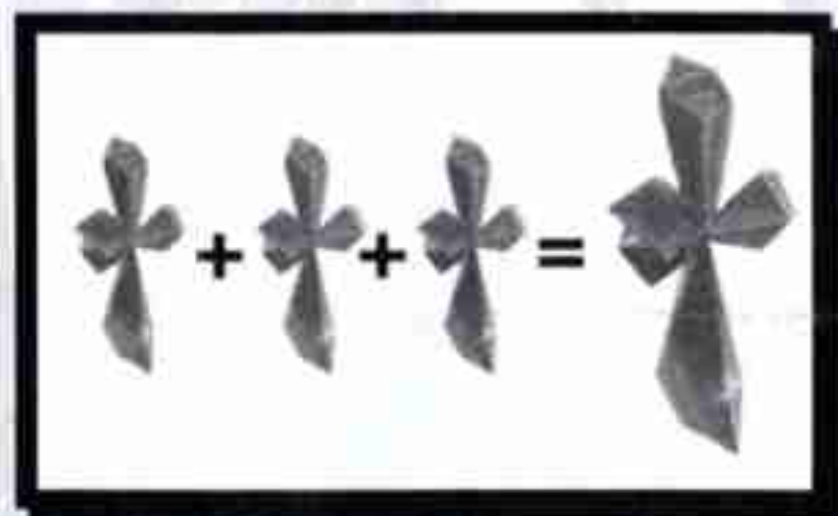
These smaller fragments provide heroes and villains with temporary boosts to their abilities. To activate a PowerShard, just run over it. When you pick up another PowerShard, its power-boost replaces your current one. There are 5 different power boosts, with different colors: Attack; Speed; Health; Knockback; and Object.



SHARD FRAGMENTS

Tiny colored chips of each of the PowerShards. Collect enough of a particular color, and it becomes a PowerShard: you gain its power boost!

Tip: You'll often find Shard fragments inside breakable objects.



Tip: (Adventure Mode) Specific types of objects in each location contain Health Shard Fragments. Break them and then collect them whenever you can to stay fighting-fit!

MICROSHARDS

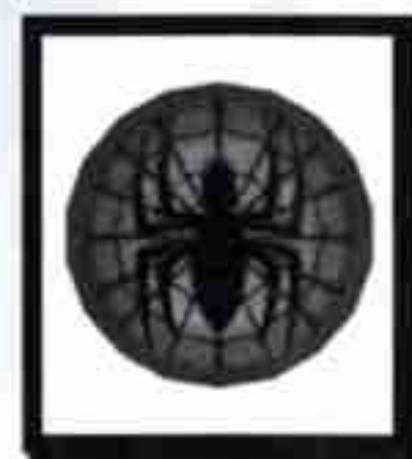
Not powerful enough to boost anyone's abilities, but still dangerous to the citizens of Super Hero City. Collect as many as you can.

Collect as many MicroShards- as you can in each chapter of the Adventure to unlock bonus Battle Mode arenas.



COLLECTOR TOKEN

The final pickup is a rare collector token - only 6 appear in the Adventure story. Collect them all and you'll unlock a secret bonus hero!



PAUSE MENU

Press  to pause the action and open the Pause Menu.

Back to game Close the menu, and go straight back into the game.

Quit game (Last/only player) Ends the current game, and returns the player to the main menu. Any unsaved information is lost.

Leave game (2 or more players) Lets the player who opened the menu leave the current game.

Audio Displays the audio options. Change the volume of different game sounds.

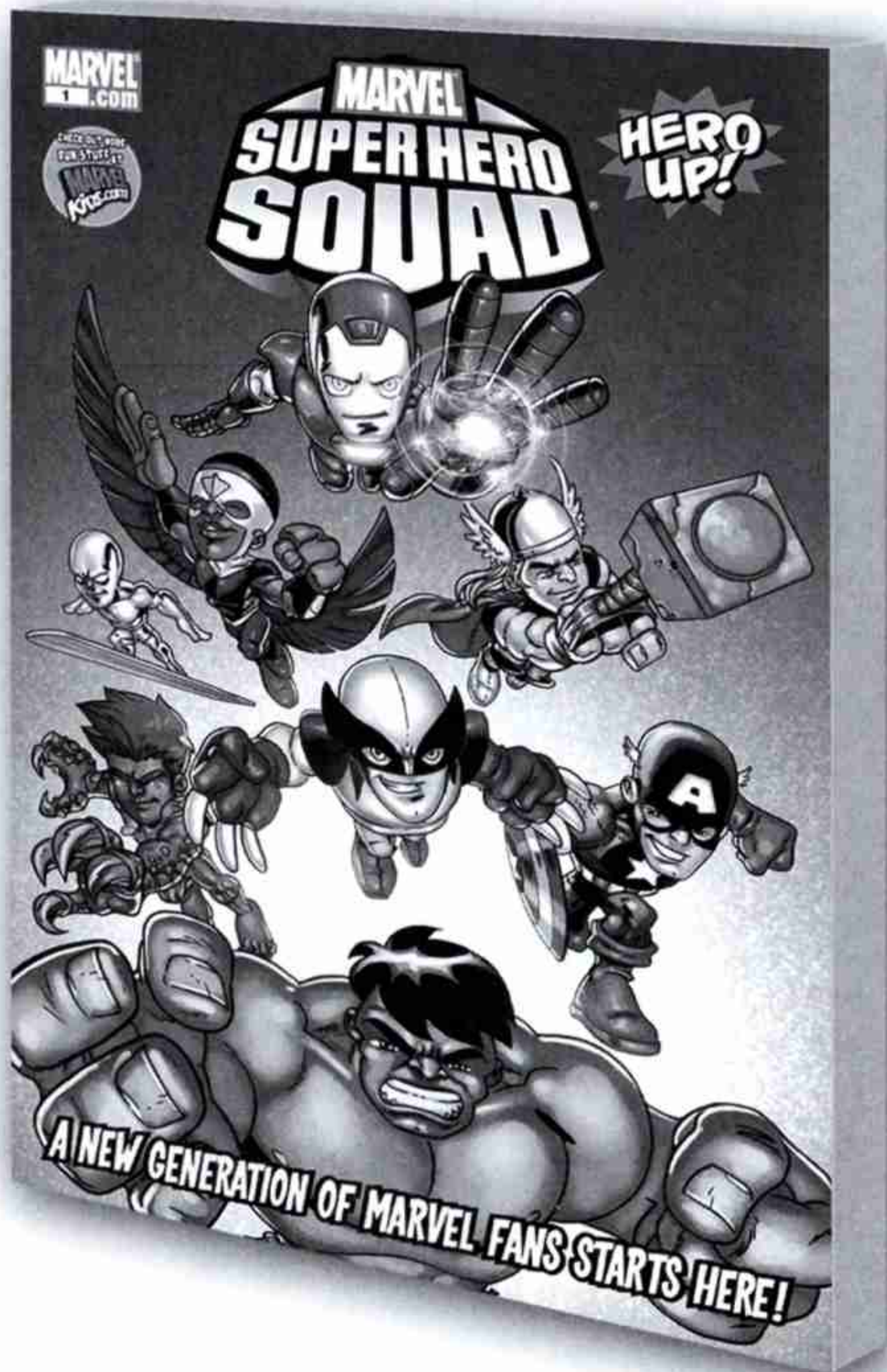
Controller Displays the control map.



NOTES

NOTES

THE ULTIMATE CHEAT CODE TO INFINITE ADVENTURE!



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www.marvelkids.com

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THQ Inc.
Customer Service Department
29903 Agoura Road
Agoura Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Microsoft or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$25.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

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