

SUPERMAN RETURNS™



WARNING: READ BEFORE USING YOUR PLAYSTATION® 2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console 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.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

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.

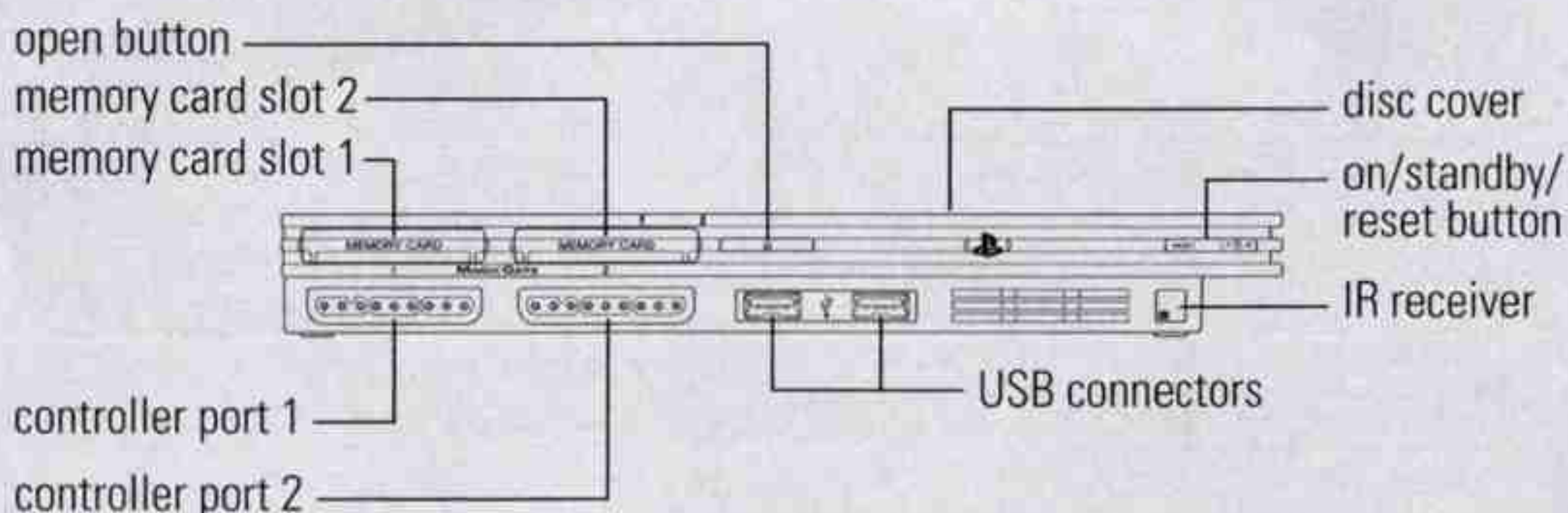
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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

Check out EA™ online at www.ea.com.

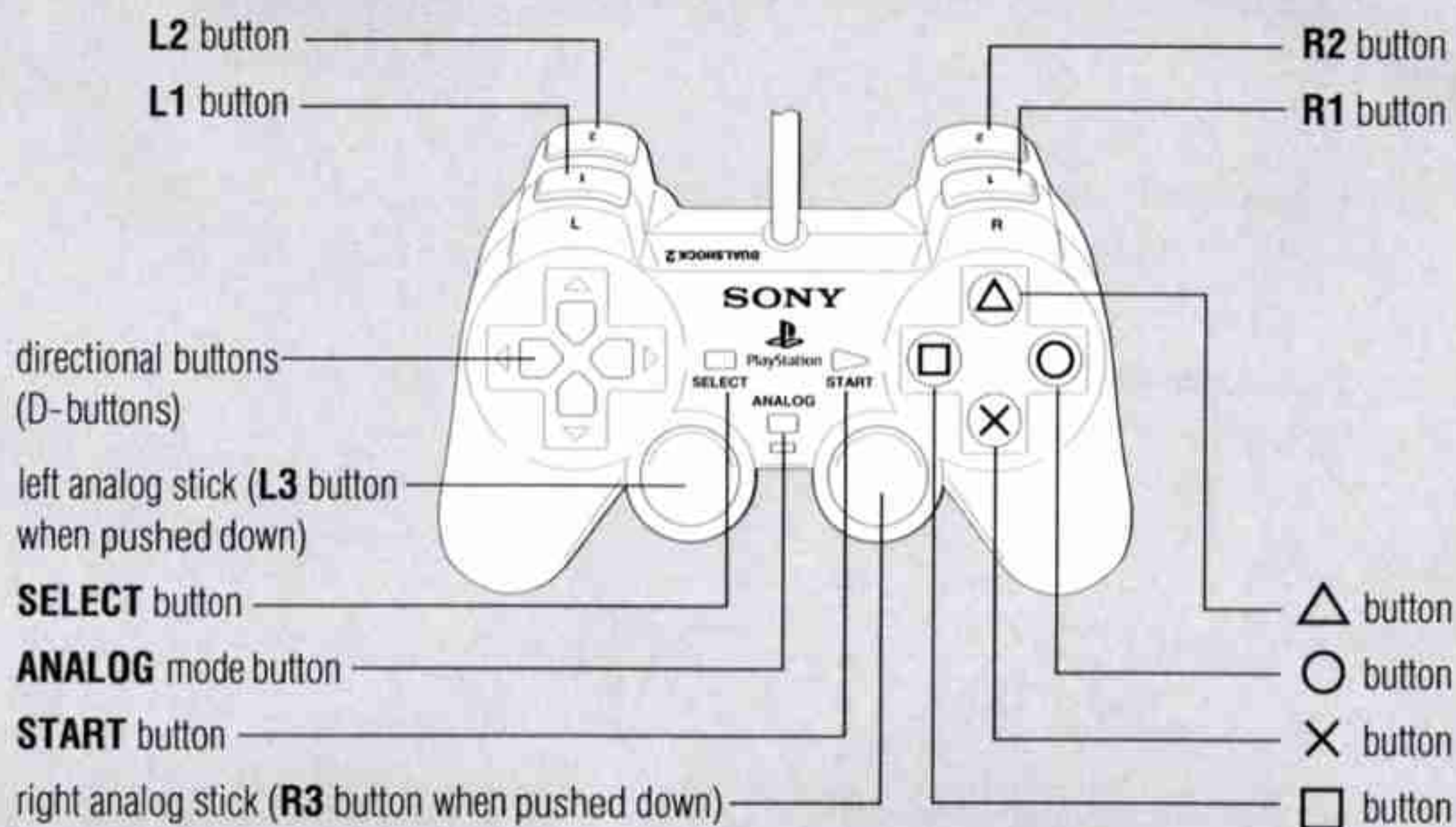
GETTING STARTED



1. Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system.
2. Check that the system is turned on (the on/standby indicator is green).
3. Press the OPEN button to open the disc cover.
4. Place the *Superman Returns™: The Videogame* disc with the label side facing up in the disc holder, and then close the disc cover.
5. Attach game controllers and other peripherals as appropriate.
6. Follow the on-screen instructions and refer to this manual for information on using the software.

STARTING UP

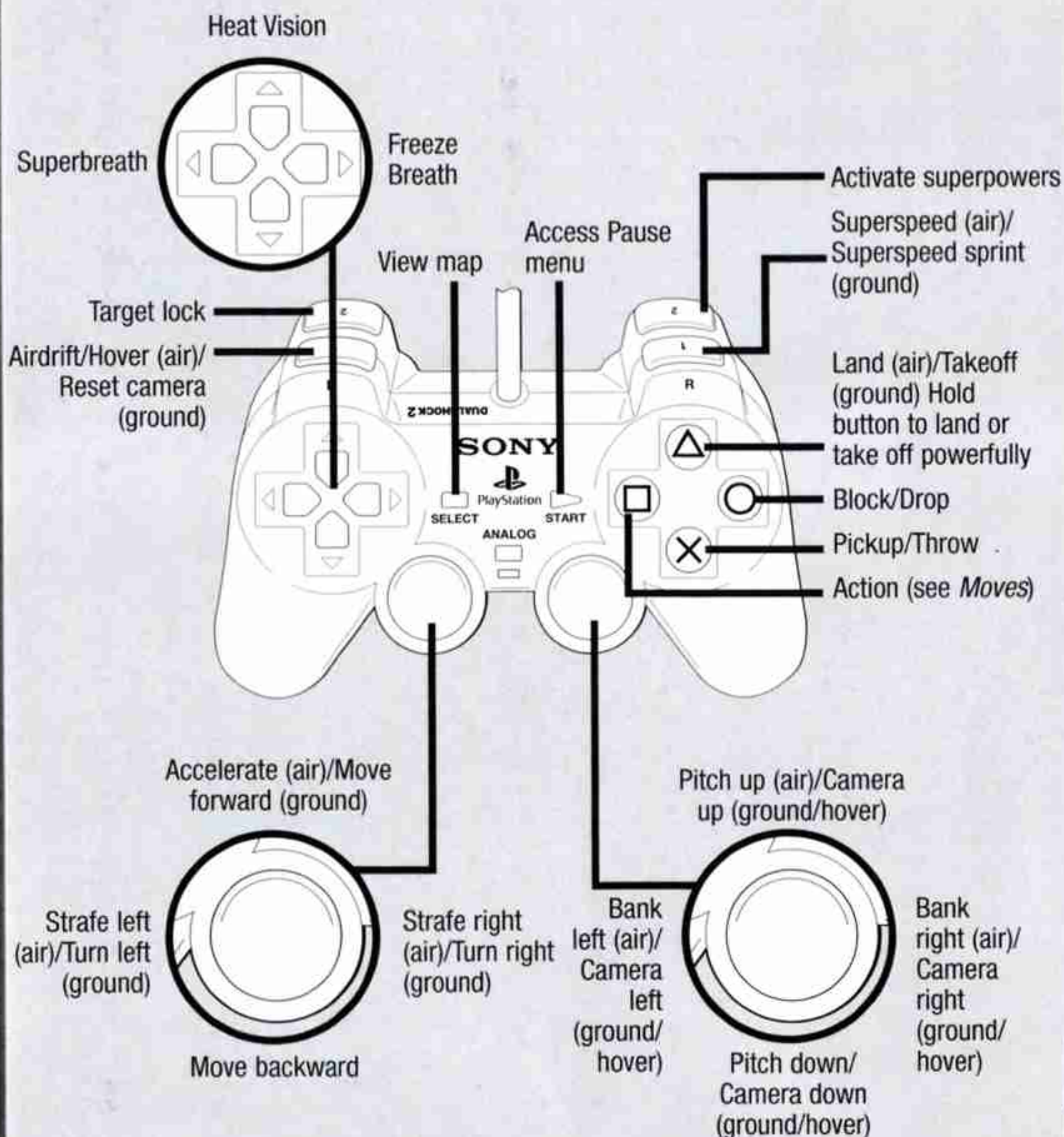
DUALSHOCK®2 analog controller configurations



COMPLETE CONTROLS

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

Tap twice to select
Burst Superpowers
when available.



MOVES

Master all of *Superman's* moves to unleash unstoppable attacks against your enemies. The moves shown as "???" below 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	□ button
Orbital Punch	Hold □ button
One-Two Combo	□ button, □ button
Thunderclap Combo	□ button, □ button, □ button
Locomotive Combo	□ button, □ button, □ button, △ button
Tremor Combo	□ button, □ button, □ button, △ button, □ button
???	???
???	???
???	???
???	???
Uppercut	□ button + × button
???	???
???	???
???	???
Krypton Catapult	× button to grab enemy then press R2 button
Around the World	× button to grab enemy then press and hold R2 button
Foe Hammer	× button to grab enemy then □ button, □ button, □ button
Speeding Bullet	Hold ◎ button + left analog stick ↓/←/→
Surprise Exchange	Hold ◎ button + left analog stick ↓/←/→, □ button
Jor-El's Fist	R1 button, □ button
Train Wreck	R1 button, hold □ button
???	???
Savior Combo	□ button, hold □ button
Jor-El's Fury	□ button, R1 button, □ button
Grip of Steel	□ button, × button
???	???
Daybreak	□ button, □ button + × button
???	???
Justice Bringer	Select Heat Vision, □ button, R2 button
???	???
Arctic Blast Combo	Select Freeze Breath, □ button, R2 button
???	???
Oath Keeper	Select Superbreath, □ button, R2 button
???	???

MOVES (CONT.)

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

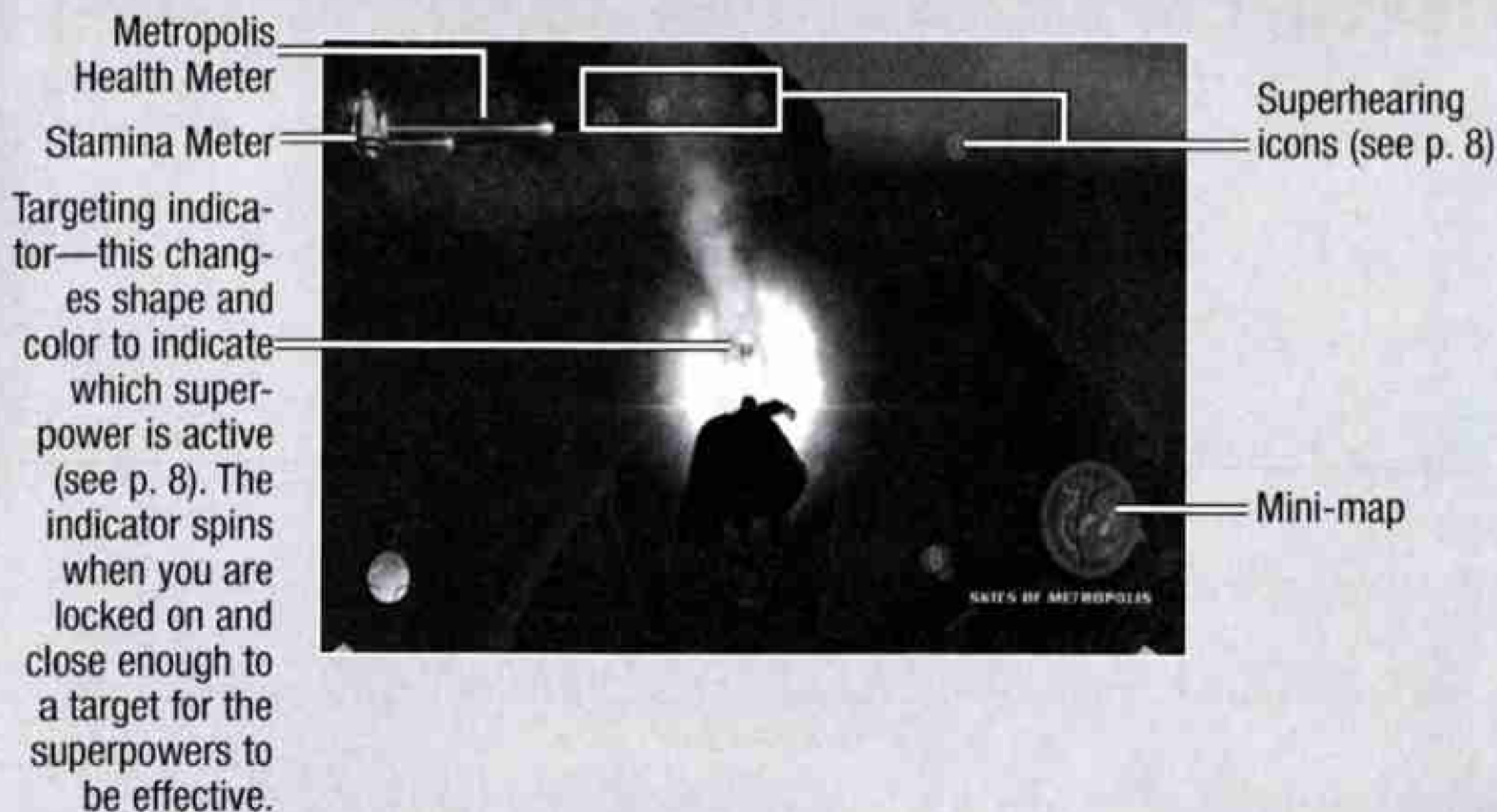
INTRODUCTION

Superman Returns™: The Videogame takes Superman on a journey from the streets of Metropolis to the foreign planet Warworld. Playing as Superman, you have to utilize Superspeed, Superstrength, Heat Vision, Freeze Breath, and Superbreath to save Metropolis and its citizens from threats of nature, aliens, escaped science experiments, and DC Comics' classic 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 the **START** button at any time to access the Pause menu. From here you can fine tune your settings, save your game, and more.

Resume Game Get back to the action.

Statistics Check out all the stats here.

Moves List Review the button combinations necessary to unleash any moves you've unlocked.

Options

Bonus Theater Watch the video clips you've unlocked, choose the costume Superman wears, and review any unlocked concept art and trophies.

Power-Up Chamber After completing objectives, you earn XP points that unlock various rewards throughout the game and increase your superpowers, combos, and stamina. Other rewards unlock concept art from the game, theatrical posters, and concept art from the *Superman Returns* film, and more. The Power-Up Chamber is where you keep track of your current XP points and how many you need to improve to the next level.

Controller Options Select from the four configurations. Press the **○** button to review the ground/air controls for each configuration. There are three other options available in this menu:

Y Inversion: See below.

Smart Camera: Automatically centers the camera behind Superman (horizontally and vertically) when you're on the ground.

Vibration: Turn controller vibration ON/OFF.

Audio Options Adjust the music and sound effects volume.

Load Game Load an in-progress game from your memory card (8MB)(for PlayStation®2) in MEMORY CARD slot 1.

Save Game Save a game in progress to your memory card.

Quit Game Quit the game you're playing (don't forget to save first!).

Restart Objective Start the current objective from the beginning.

Y INVERSION

This option sets the way you control your pitch when flying. When set to ON, moving the right analog stick **↑** makes you fly toward the ground. When set to OFF, moving **↑** makes you fly toward the sky.

SUPERPOWERS

Flight, Heat Vision, Superbreath, Freeze Breath, Superhearing, 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 blue, and new objectives are orange.



Unlockable cinematics



Citizen in distress

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.

NOTE: You cannot save during an objective. You must complete it before saving.

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.

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US 1 (650) 628-1900

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(s06)

Superman created by Jerry Siegel and Joe Shuster

1516105

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GAME ACCESS CODE:

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IT'S EASY. IT'S FAST. IT'S WORTH IT!



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