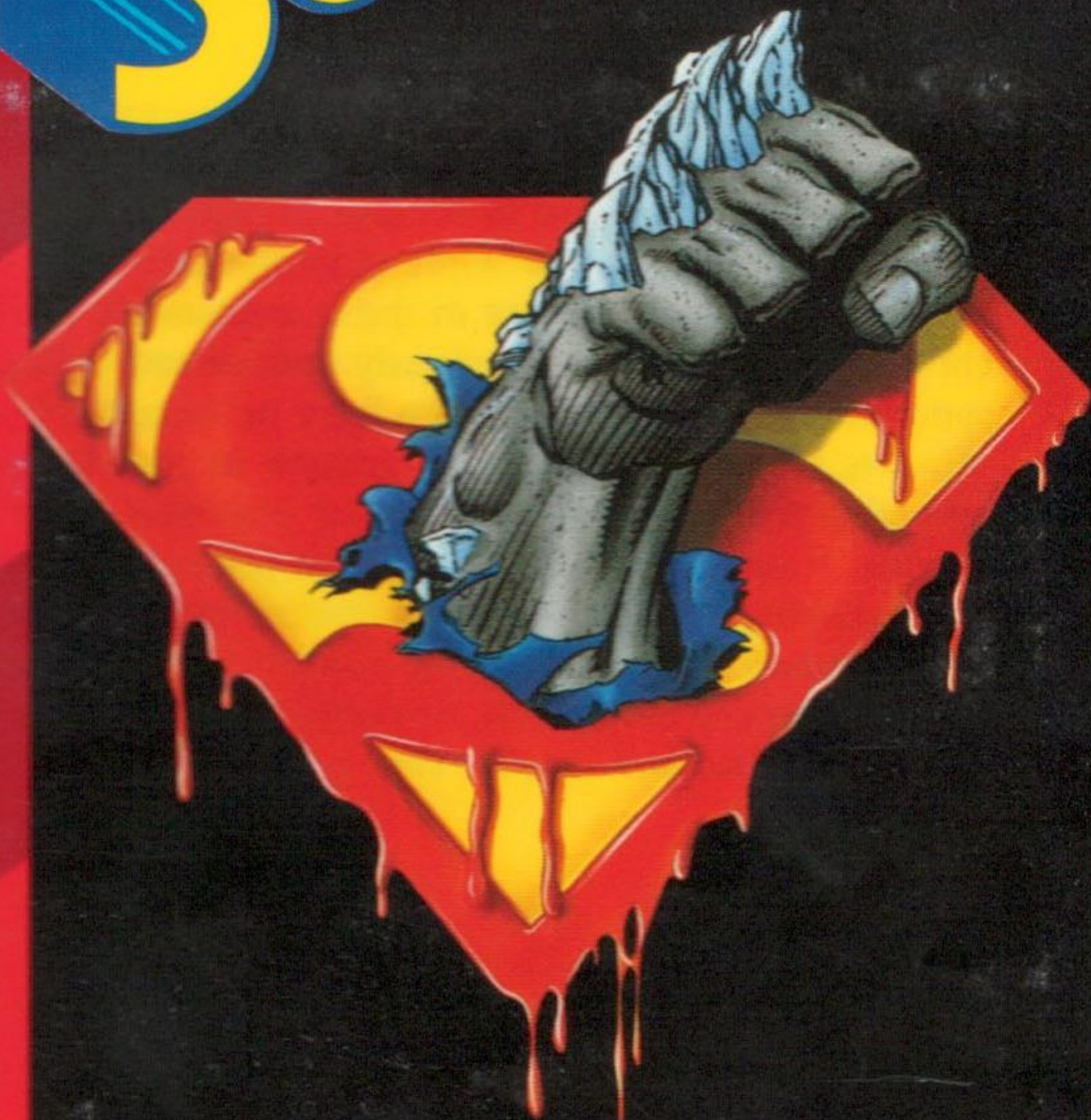


SEGA™

SEGA™
GENESIS

THE DEATH AND RETURN OF

SUPERMAN™



Instruction
Manual



LICENSED BY SEGA ENTERPRISES, LTD. FOR
PLAY ON THE SEGA™ GENESIS™ SYSTEM.



Thank You...

...for purchasing the Sunsoft **THE DEATH AND RETURN OF SUPERMAN™** video game. Please read this instruction booklet carefully before starting to play the game. In doing so, you will be able to play the game better and enjoy it even more! Remember to keep this manual in a safe place.

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME 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 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.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

Contents

Handling Your Cartridge.....	2
Getting Started.....	3
Controls	4
The Death and Return of Superman	6
The Reign of the Supermen	8
Game Play Screen	10
Helpful Items.....	11
Character Profiles	12
Superman™	13
The Eradicator™	14
The Cyborg™	15
Superboy™	16
The Man of Steel™	17
Flying Ability	18
Flying Sequences	19
Grab Attacks	20
Limited Warranty	25





Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use exclusively with the Sega™ Genesis™ System.
- 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 recess during extended play, to rest yourself and the Sega Cartridge.

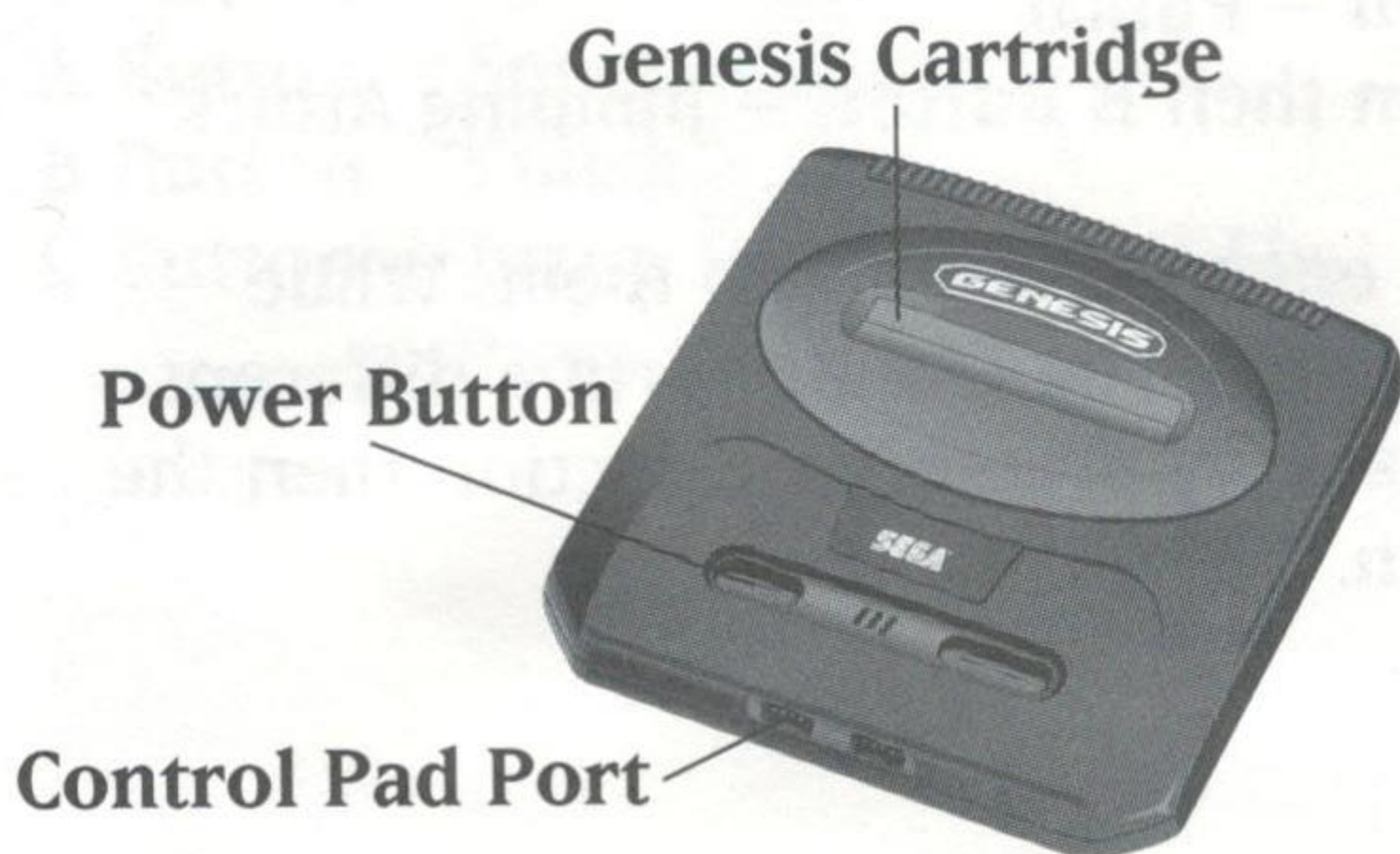
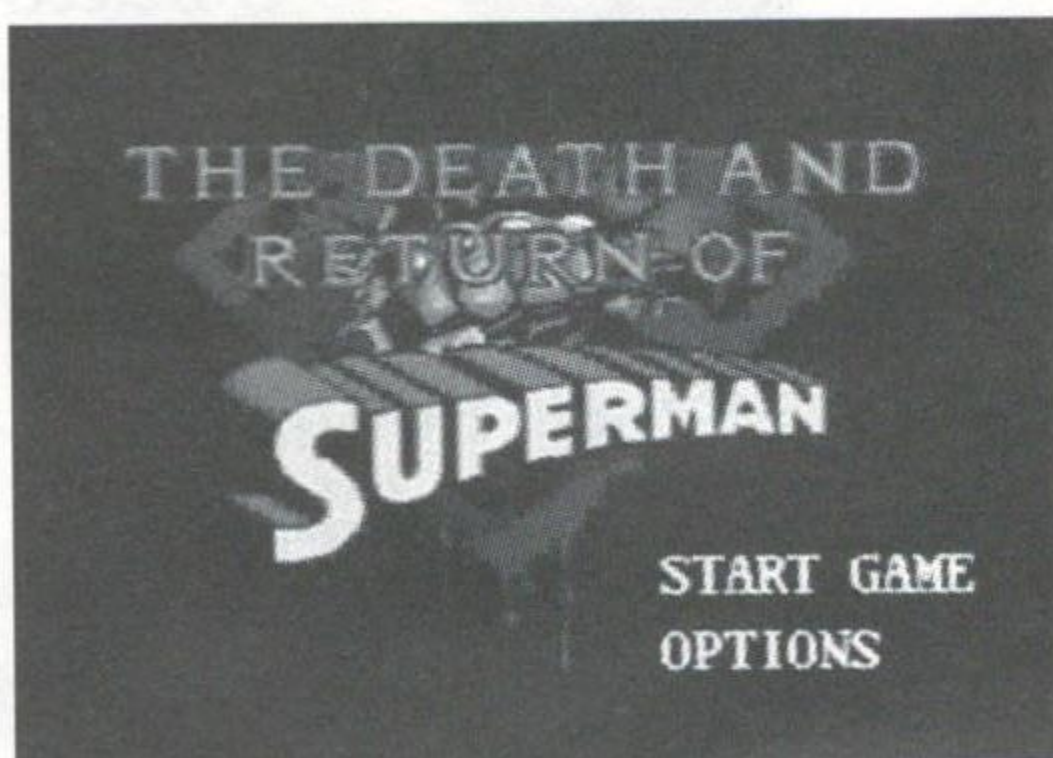
Warning to owners of projection televisions:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of the video games on large-screen projection televisions.

Getting Started

Insert **The Death and Return of Superman™** Cartridge then turn the system **ON**. At the title screen select the **Options** screen or **Start** to watch the legendary story unfold.

In the **Options** screen you can listen to sound effects, change from stereo to mono sound, and change the Control Pad configuration. Select **Exit** to leave the **Options** screen and begin the game.





Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use exclusively with the Sega™ Genesis™ System.
- 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 recess during extended play, to rest yourself and the Sega Cartridge.

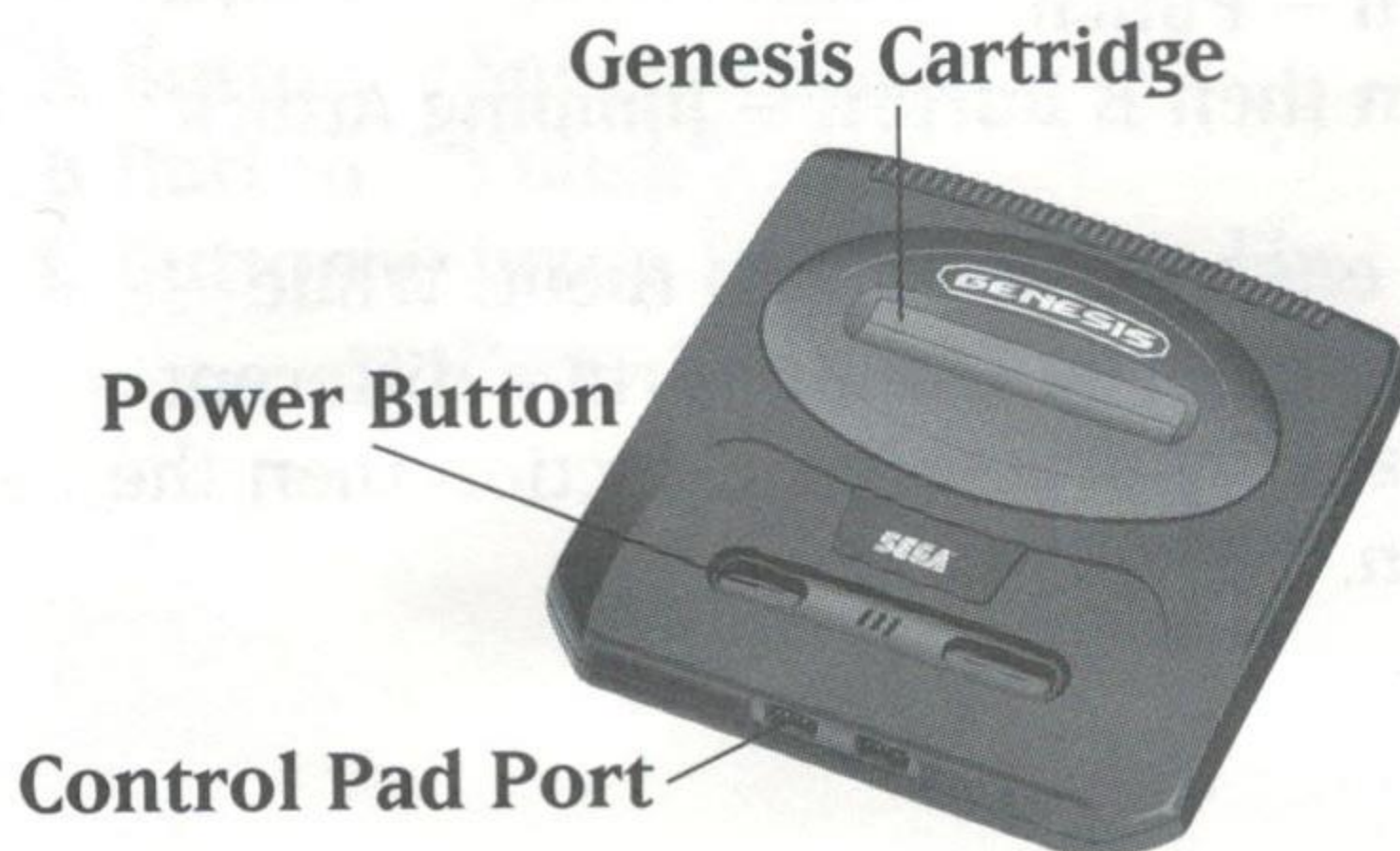
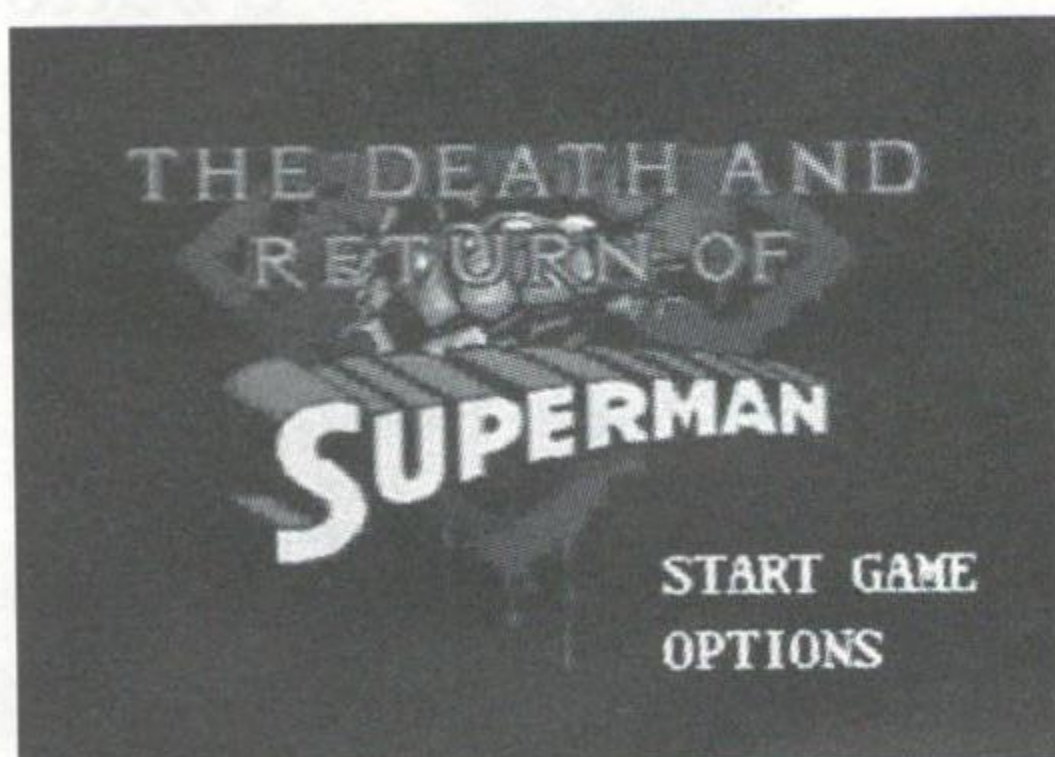
Warning to owners of projection televisions:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of the video games on large-screen projection televisions.

Getting Started

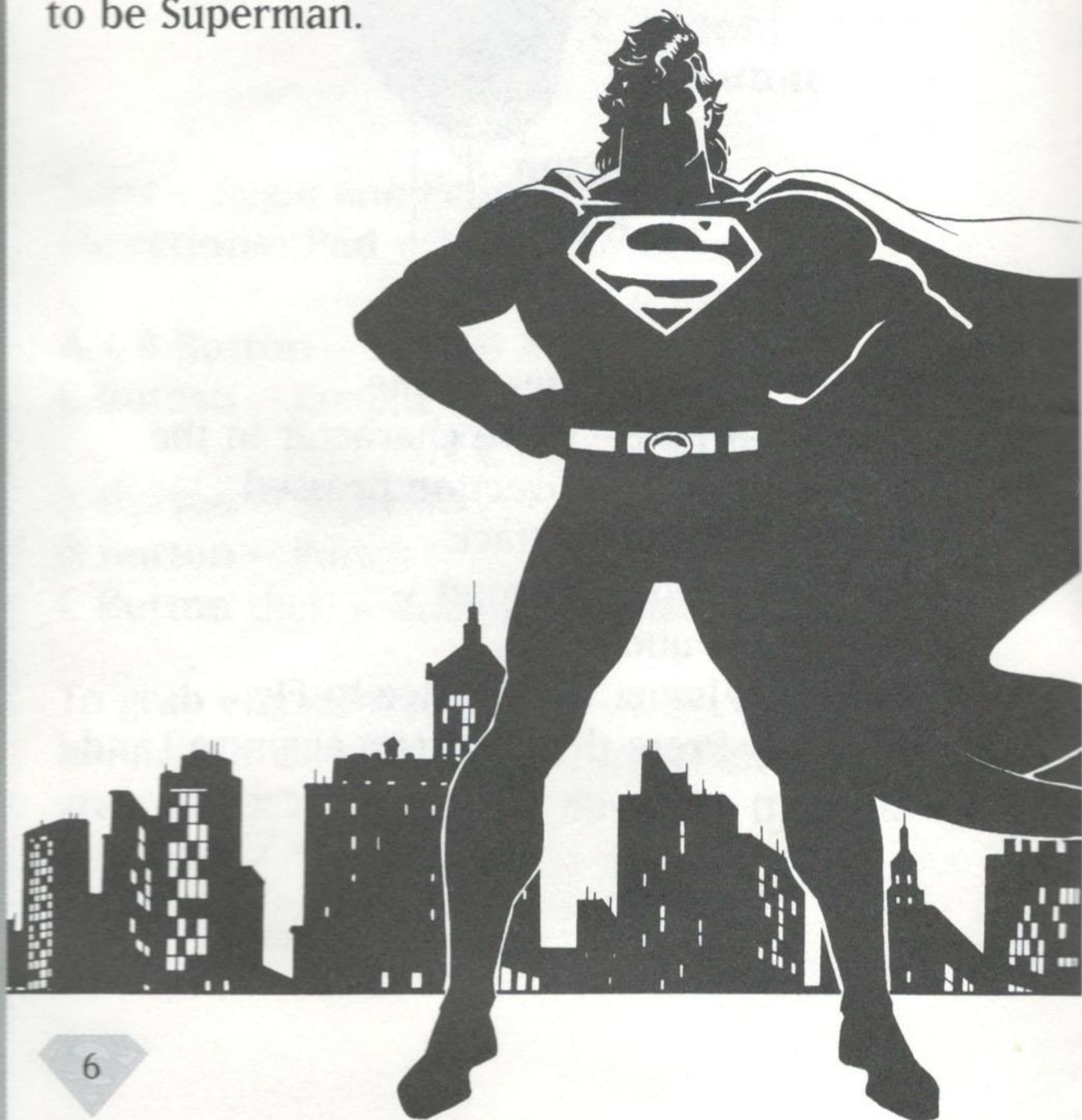
Insert **The Death and Return of Superman™** Cartridge then turn the system ON. At the title screen select the **Options** screen or **Start** to watch the legendary story unfold.

In the **Options** screen you can listen to sound effects, change from stereo to mono sound, and change the Control Pad configuration. Select **Exit** to leave the **Options** screen and begin the game.



The Death and Return of Superman

The evil **Doomsday** is destroying the city of **Metropolis** and the only person who can stop him is **Superman**! The story you read about in DC comic books is recreated in **The Death and Return of Superman**. In the battle to defeat Doomsday, Superman fought to his death — a death that shocked the world. While Metropolis undergoes reconstruction, four men appear, each claiming to be Superman.



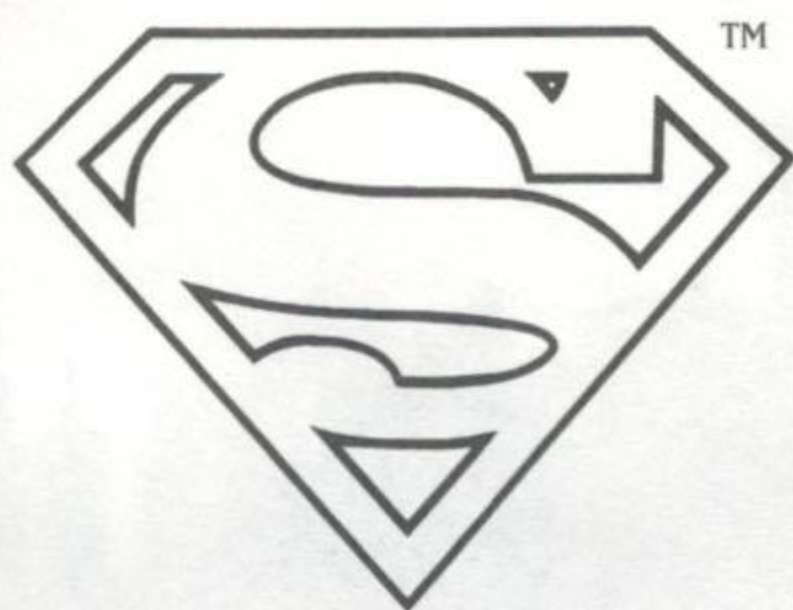
These men are **The Cyborg**, **The Eradicator**, **The Man of Steel**, and **Superboy**. All four **Supermen** battle the mutants and villains that continue to terrorize Metropolis. Which of these four Supermen is the one true Superman? The fate of each character is in your hands.





"The Reign of the Supermen"

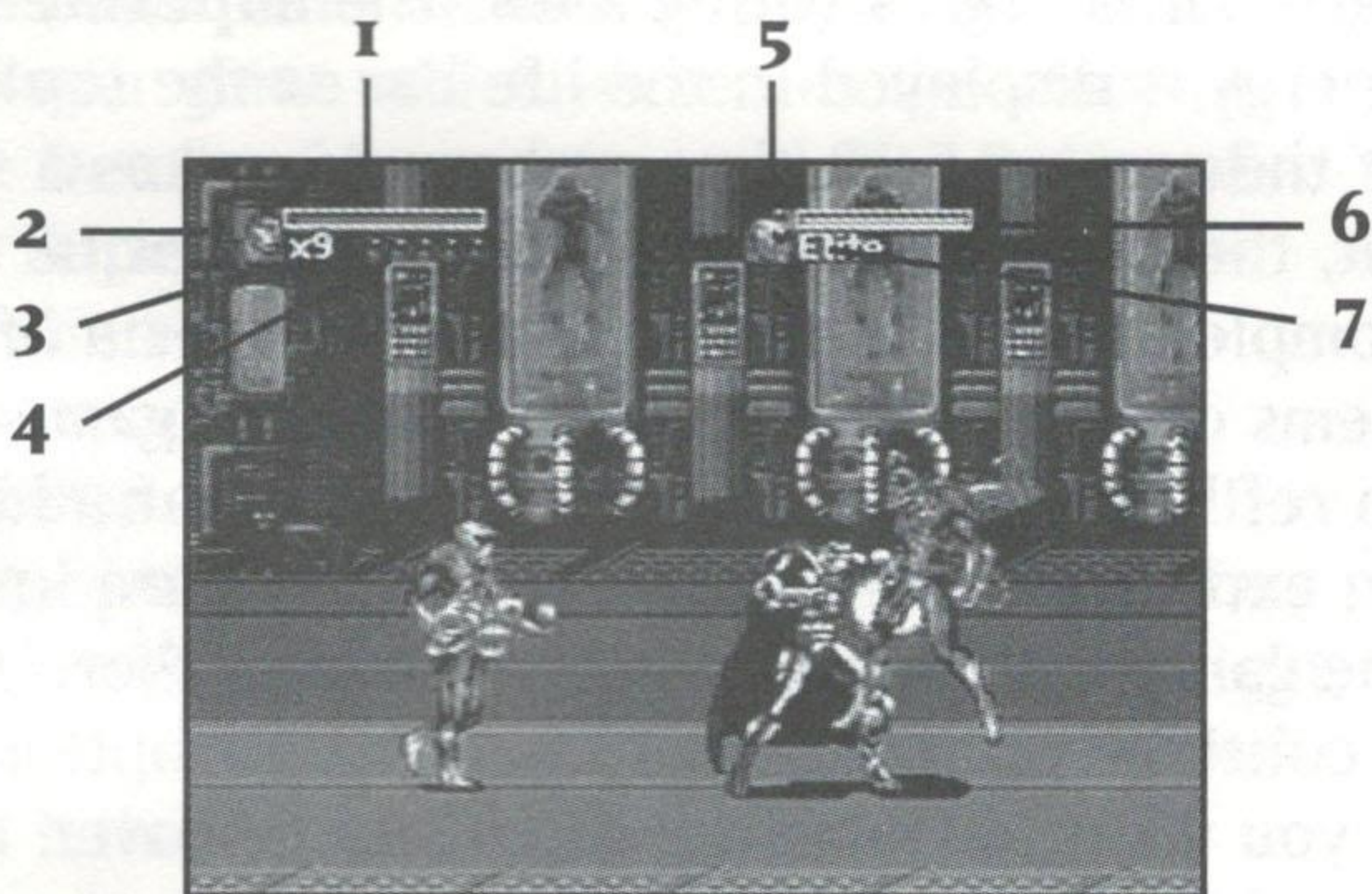
The Death and Return of Superman is a 1-player game which recreates the story of **The Death of Superman** and **The Reign of the Supermen**. The story line unfolds between levels. The game begins with Superman's search for and battle with **Doomsday**, the evil creature terrorizing **Metropolis**. If Superman loses the fight, the game will be over. If Superman wins the fight, he will ultimately die from Doomsday's final and lethal blow. The following levels will feature one of four characters claiming to be the real Superman. Even though Doomsday has been defeated, there is still a force trying to destroy Metropolis. Only by successfully completing each level will the real Superman be revealed and the saboteur defeated.



Each game begins with 5 lives. The **Supermen's** energy is displayed in the life bar at the top of the screen. Each time a character takes a hit, the life bar diminishes. If the life bar is completely depleted, the character loses a life. Items can be picked up throughout the game to refill the life bar, add an extra life, or add an extra special attack. When all lives are lost, the game will be over. But never fear, there is a continue option. Select the continue option if you want to finish the game and discover the true identity of Superman.



Game Play Screen



- 1. Life Bar
- 2. Character
- 3. # of Lives
- 4. # of Special Attacks
- 5. Enemy
- 6. Enemy Life Bar
- 7. Enemy Name



Helpful Items

1 up

1-ups — extra life



Red Shield — add one Special Attack



Light Blue Shield — refill life bar 1/4



Dark Blue Shield — refill life bar 1/2



Character Profiles

All characters can jump, fly, punch and throw characters left, right and into the background. Each also has a diving/jumping attack and can fight while flying. When using the grab attack, each character will do different things to the enemy depending on the direction pressed.

There is a limited inventory of Special Attacks which can be added to by picking up a red **Superman** shield located in each level.

The Super Weapon is used primarily to stun enemies, therefore, it doesn't inflict much damage. Though while stunned, enemies are helpless. Use this to your advantage to pick up the enemy and perform a grab attack.

The Super Weapon, like the Special Attack is unique to each of the Supermen.

SUPERMAN™

The greatest hero of all time guards
Metropolis and the world against all
evil forces.

Super Weapon

Heat Vision

Special Attack

Earthquake Punch



THE ERADICATOR™

Regenerated within the **Fortress of Solitude**,
The Eradicator has all the memories of
Superman yet is strangely cold. Is he
Superman reborn?

Super Weapon
Energy Blasts

Special Attack
Hover Blast



THE CYBORG™

Half man, half machine, The **Cyborg's** organic parts match Superman's DNA identically while his metallic parts appear **Kryptonian** in origin.

Super Weapon
Gun Arm

Special Attack
Bomb



SUPERBOY™

Created within the genetic tubes of the Cadmus Project, Superboy claims to be the teenage clone of Superman.

Super Weapon
Energy Blasts

Special Attack
Telekinesis Blast



THE MAN OF STEEL™

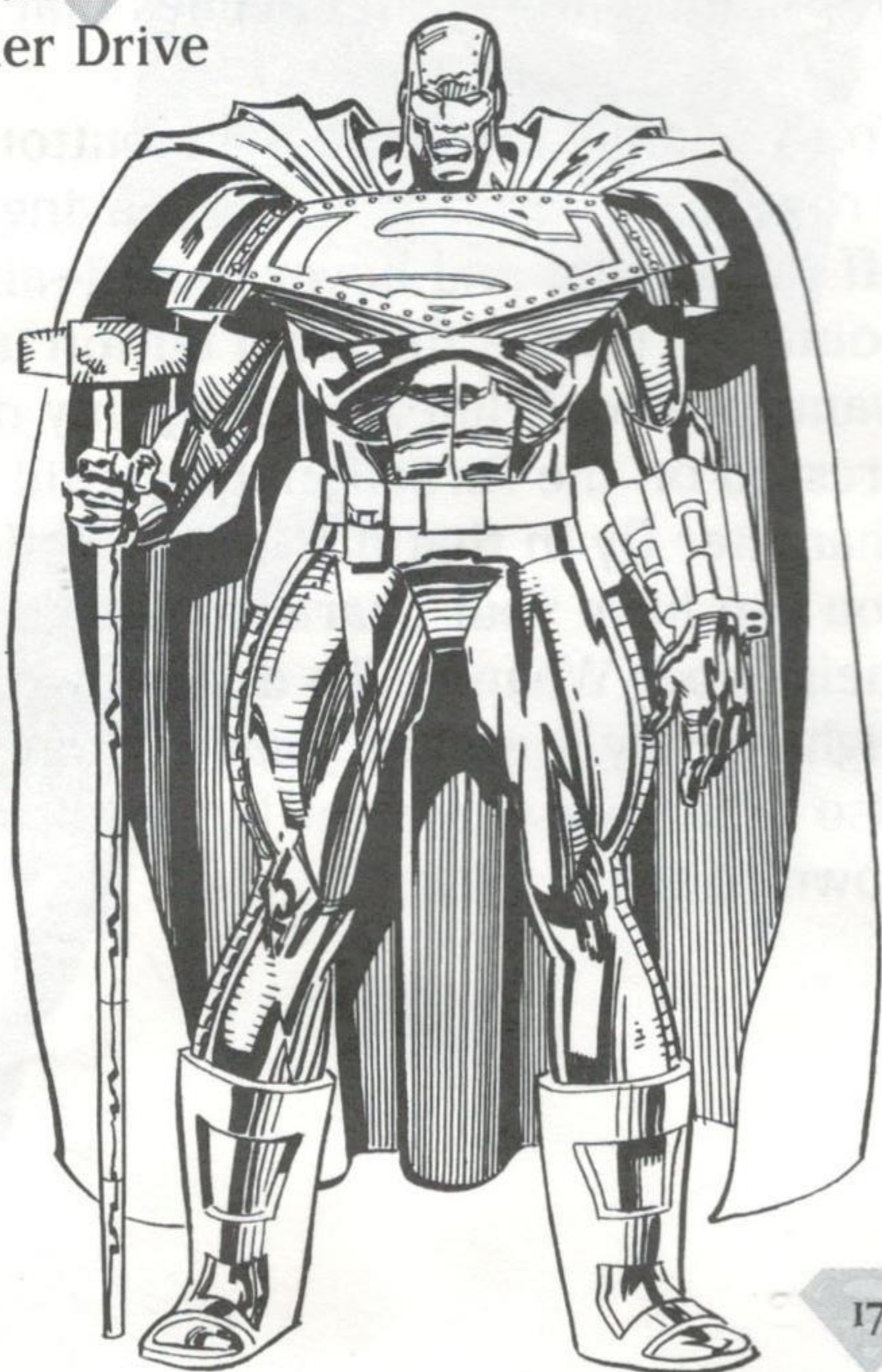
A.K.A. John Henry Irons, former special weapons expert, The Man of Steel has pledged his life to carrying on Superman's legacy of justice.

Super Weapon

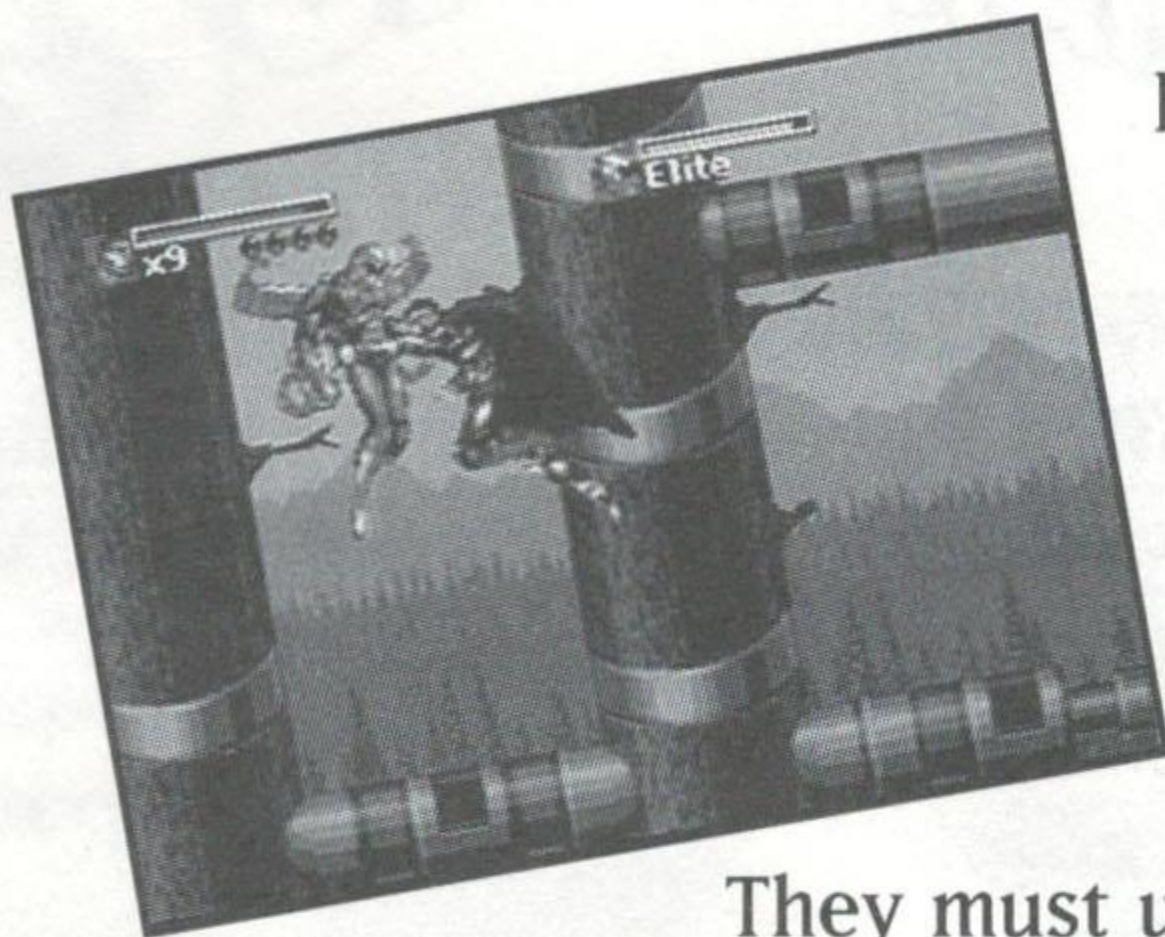
Rivet Bullets

Special Attack

Sledgehammer Drive



Flying Ability



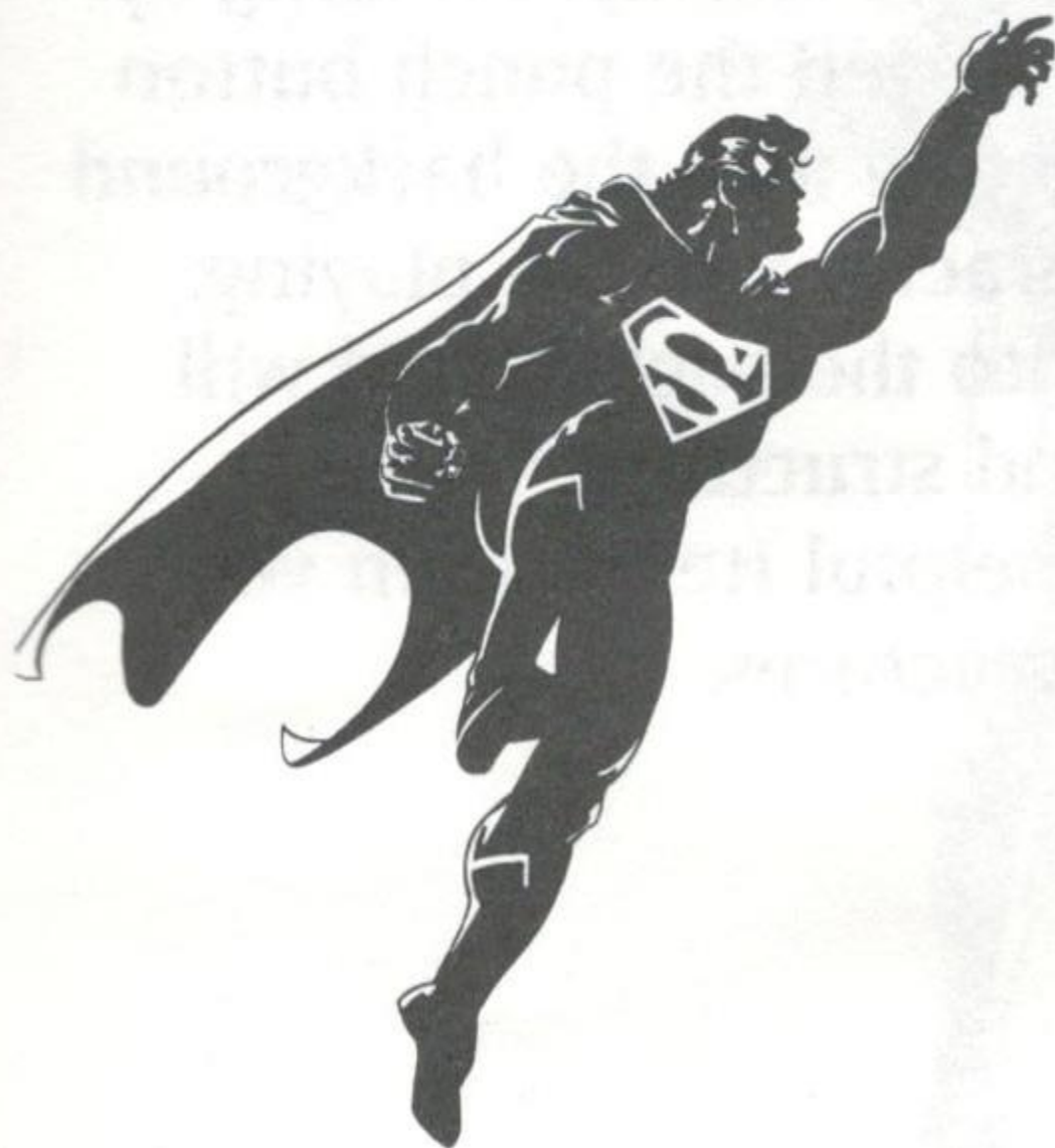
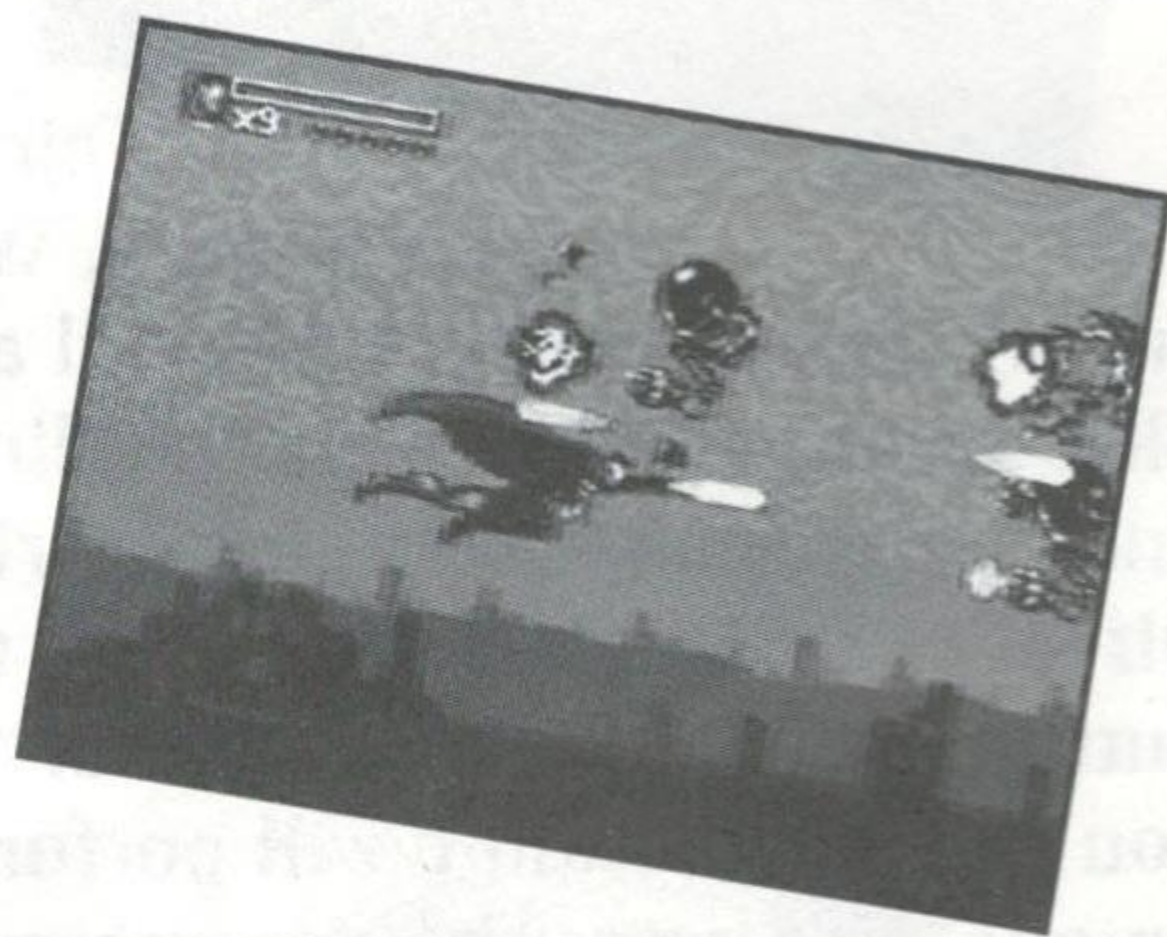
Each of the **Supermen** have the ability to fly at any given time during a fighting sequence.

They must use this ability to reach high areas, get over gaps and traps, and battle with enemies that fly.

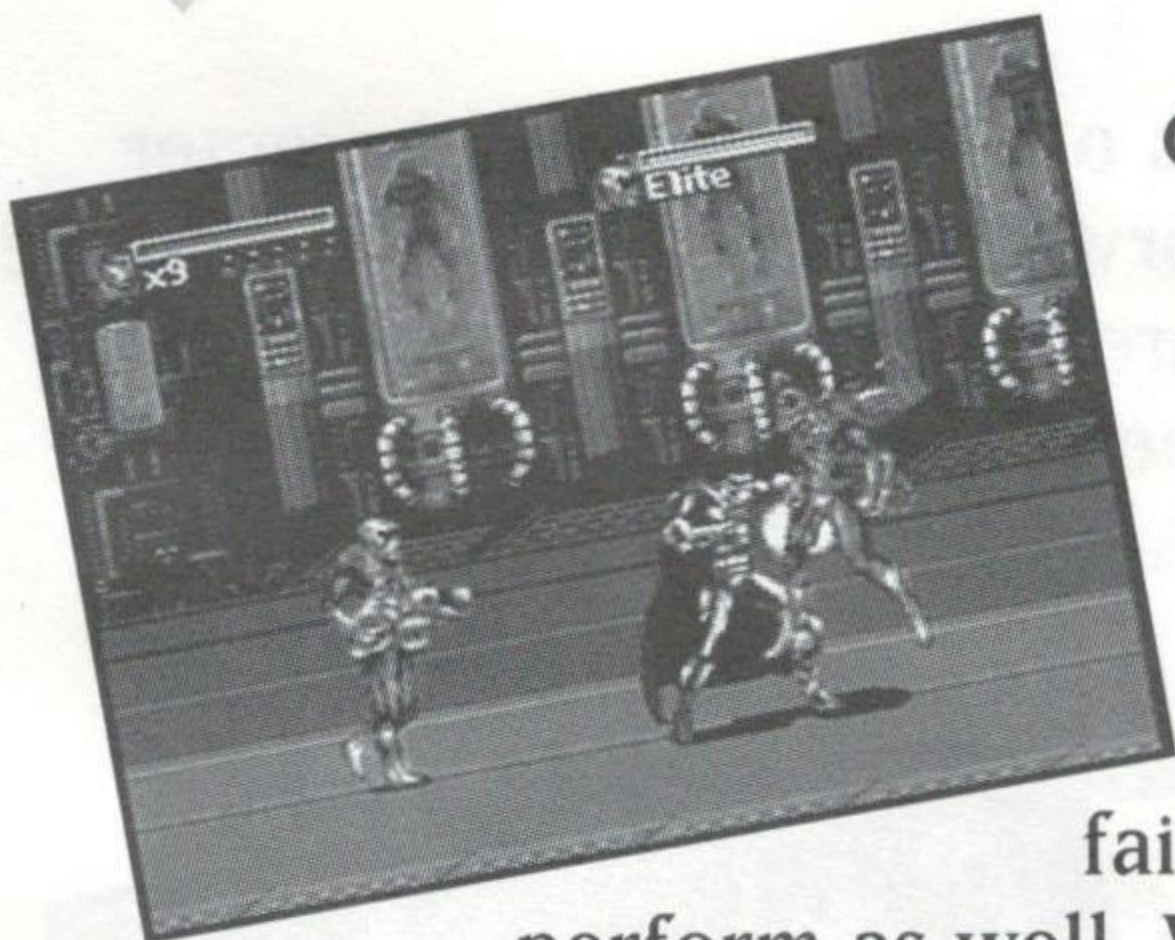
To fly, simply press the jump button twice in a row. The character you're playing will lift off the ground and hover in mid-air. At this point don't press the jump button unless you want to land. While hovering, any direction pressed on the Directional Pad will make the character fly in that direction. While flying you can have your character punch and use their Super Weapon. To drop down out of flight simply press the jump button. You can also land your character by just bringing them down to the ground.

Flying Sequences

In certain levels of the game, the character will be flying forward automatically at intense speeds. These are the flying sequence levels. The object in these sequences is to dodge all enemy attacks and fire back at the enemy.



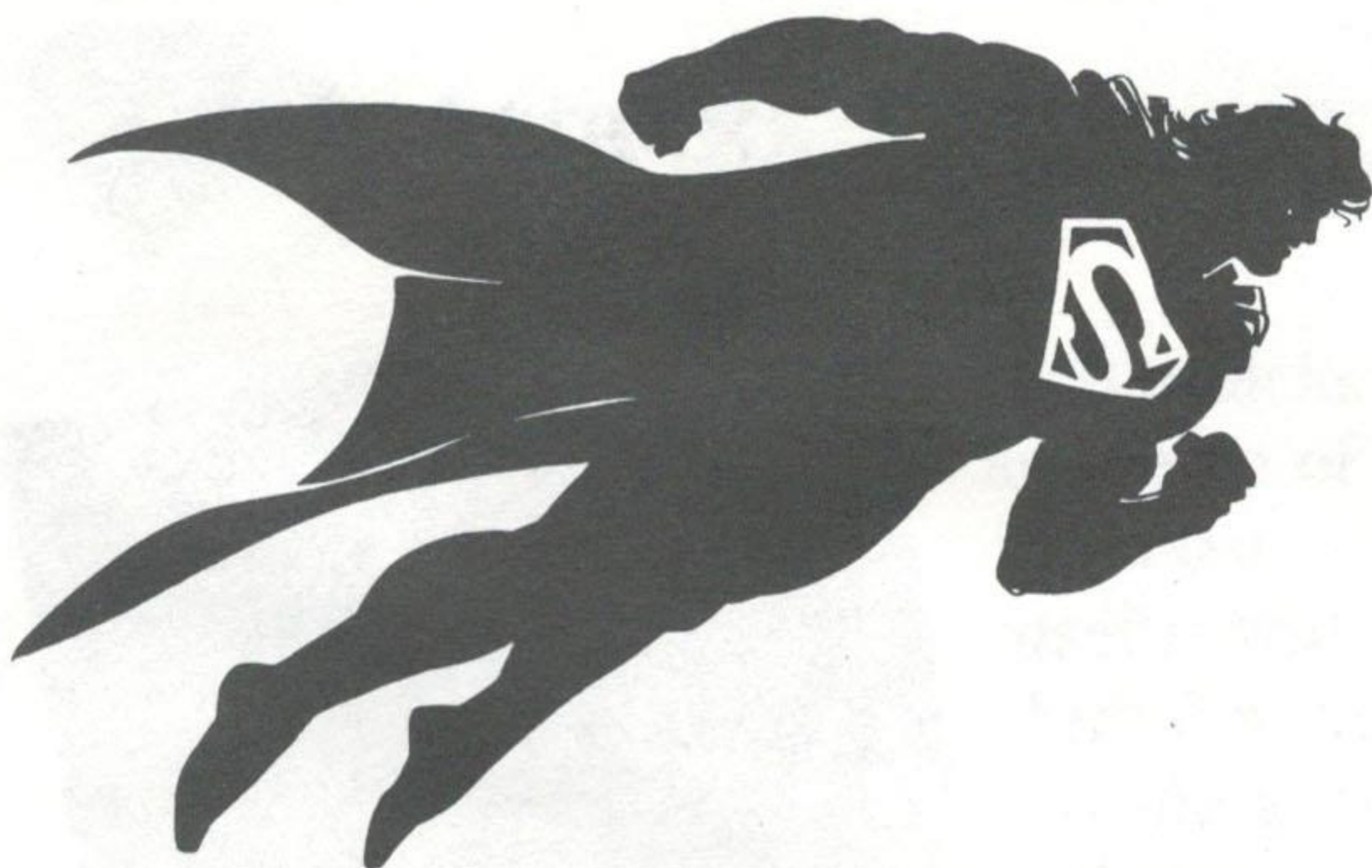
Grab Attacks



Grab attacks are some of the most useful and lethal attacks in the game.

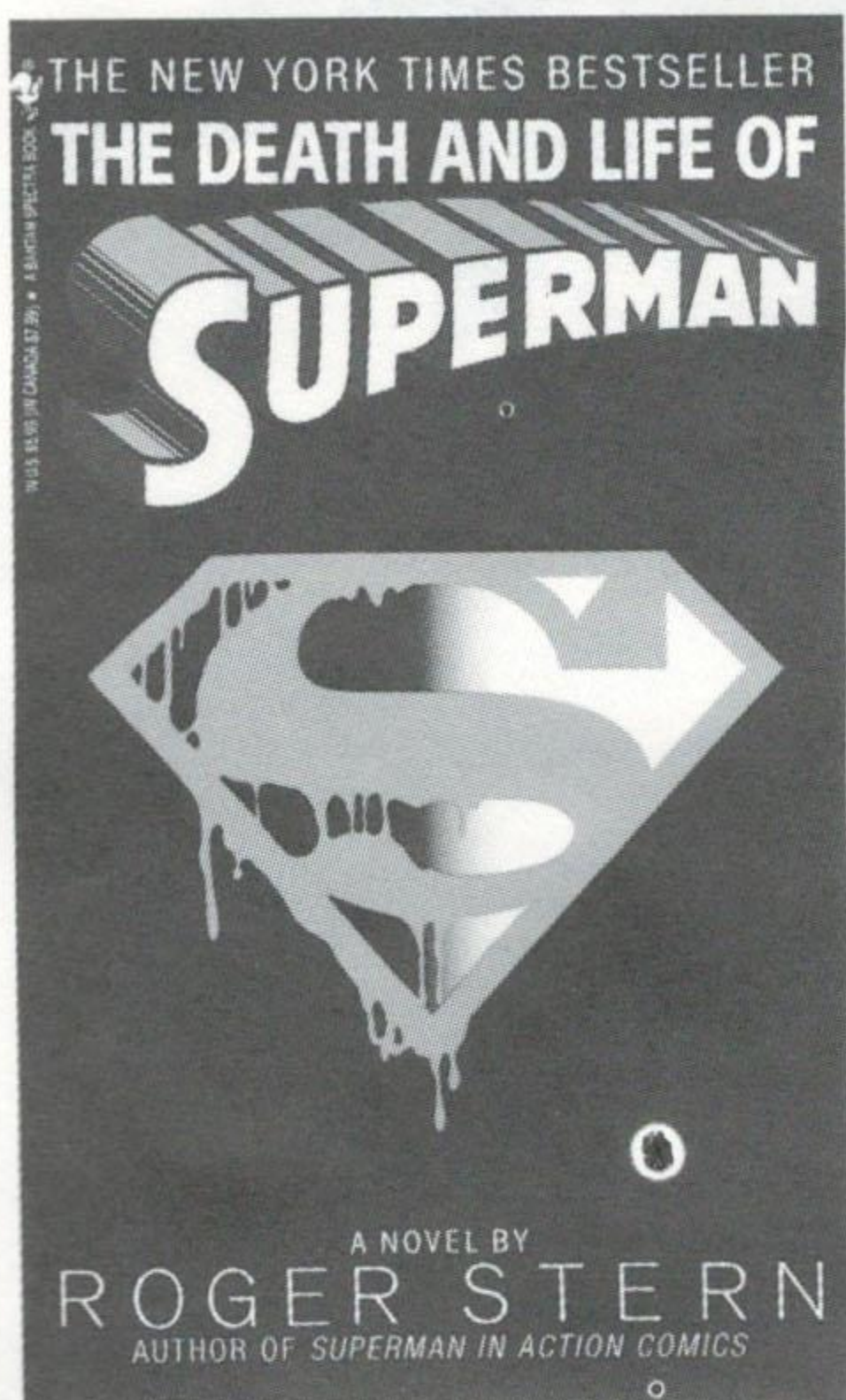
They are fairly simple to perform as well. Walk into an enemy and your character will automatically pick up the enemy. While holding onto the enemy press up, down, left or right on the Directional Pad and then press the punch button. Depending on which of the **Supermen** you are playing, they will perform their own unique grab attack to the enemy. Pressing up on the Directional Pad and the punch button always throws the enemy into the background no matter which character you are playing. Throwing enemies into the background will smash the background structures. You can sometimes uncover helpful items when you smash background structures.







He is the Greatest super-hero the world has ever known. Finally, the complete story of his ultimate battle is told in one volume...



- The Man of Steel.
- The Monster.
- The Death.
- The Four Supermen.
- The Return.
- The Whole Story... and More.

**A NATIONAL BESTSELLER IN HARDCOVER —
FINALLY AVAILABLE IN PAPERBACK IN
OCTOBER 1994, WHEREVER BOOKS ARE SOLD.**

Suggested retail price: \$5.99 (\$7.99 in Canada)



Superman and all related characters are indicia are trademarks of DC Comics © 1994. All Rights Reserved.



Limited Warranty

SUNSOFT warrants to the original purchaser only that the Cartridge provided with this manual and the software program code on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the Cartridge to SUNSOFT or its authorized dealer along with a dated proof of purchase. Replacement of the Cartridge, free of charge to the original purchaser (except for the cost of returning the Cartridge) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

SUNSOFT shall not be liable for incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by law, damages for personal injury, even if SUNSOFT has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions do not apply to you.

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 pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

SUNSOFT, 11165 Knott Ave., Cypress, CA 90630. (714) 891-4500.

Patents: U.S. #'s 4,442,486/4,454,594/4,462,076/4,026,555; Europe #80244; Canada #'s 1,183,276/1,082,352; Hong Kong #88-4302; Germany #2,609,826; Singapore #88-155. U.K. # 1,535,999; France # 1,607,029; Japan #'s 1,632,396/82-205605 (Pending).



11165 Knott Avenue
Cypress, CA 90630
(714) 891-4500

™Sun Corporation of America. © 1994. Sun Corporation of America.
All Rights Reserved. SUPERMAN and all related characters and
elements are the property of DC Comics™ and © 1994.
All Rights Reserved.

SEGA™ AND GENESIS™ ARE TRADEMARKS
OF SEGA ENTERPRISES, LTD.
ALL RIGHTS RESERVED.

Printed in U.S.A.