

# SUNSOFT®

SEGA  
GENESIS

# SUNSOFT®

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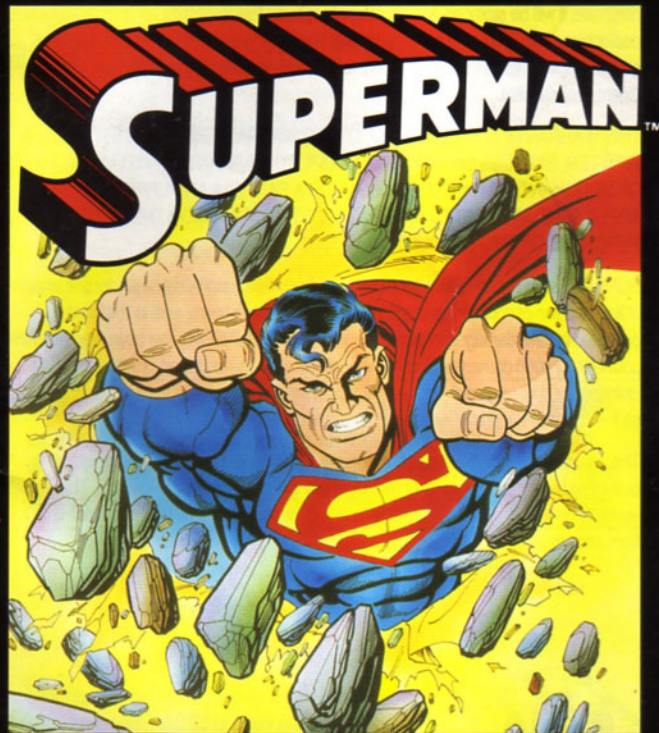
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## INSTRUCTION MANUAL



## SUNSOFT® Limited Warranty

SUNSOFT® warrants to the original purchaser only that the Game Pak provided with this manual and the software program coded 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 Game Pak to SUNSOFT® or its authorized dealer along with a dated proof of purchase. Replacement of the Game Pak, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

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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.

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## Thank You

... for purchasing the Sunsoft Superman video game. Please read this instruction manual carefully before starting to play the game. In doing so, you will understand the game better and enjoy it even more. Be sure to keep the manual in a safe place.

## Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use exclusively for 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 sources 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 video games on large-screen projection televisions.**

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## ROUND 1 CHILDREN ARE BEING KIDNAPPED!

Mysteriously, children all over **Metropolis** are disappearing. Desperately, their parents seek help from the police but no trace of evidence can be found. Meanwhile, a new story breaks...**The Prankster** has escaped from prison and has been sighted near the premises of WGBS-TV station. The authorities have no information leading to his whereabouts.

As this news comes over the wire, **Clark Kent**, mild mannered reporter, can only assume that the missing children must somehow be linked to **The Prankster's** escape. Quickly, he changes into **Superman** to begin his search.

**The Prankster** has, in fact, kidnapped the children. He enticed them with his playful tricks and jokes and then captured them with tear gas squirted from his lapel flower when they were close enough. He is holding them captive until he can seek revenge against **Metropolis!**



## ROUND 2 BODIES FOUND IN TRAIN STATION

The chief engineer and several machine operators of the city's new underground train station were found today after days of searching. Patrons who normally ride the train have been asked to find alternative routes of transportation until the crime has been solved. Authorities are still guessing as to why this has happened.

**Superman** researches the blueprints of the underground railroad station only to find that its main

route ends exactly underneath the **Metropolis** City Bank where millions of dollars are safely kept in a sealed vault. **Superman** wastes no time in arriving at the bank to investigate.

**Metallo** plans to hijack the train and drive it straight through the building's main frame which leads into the vault. If the train should hit the building at its maximum speed, the building would crumble. **Superman** must find the train and stop it from crashing into the side of the building. **Metallo** has been waiting for this chance to battle **Superman** for the last time!

## ROUND 3 LOIS LANE KIDNAPPED

**Lois Lane**, reporter for the **Daily Planet**, has been missing for several days. Neighbors reported loud noises and extremely bright light bursting from her apartment on the day of her disappearance. No traces of evidence were found at the crime scene.

**Superman** has been receiving mental messages that have been causing an extreme amount of pain. In an attempt to hone in on its source, he discovers that it is originating from a location beyond the planet. As he closes in on the source, the message becomes more clear. **Brainiac** has captured **Lois Lane** and is inviting **Superman** to a mental duel where only one can survive.

## DURING LEVELS BACK FROM THE 5TH DIMENSION

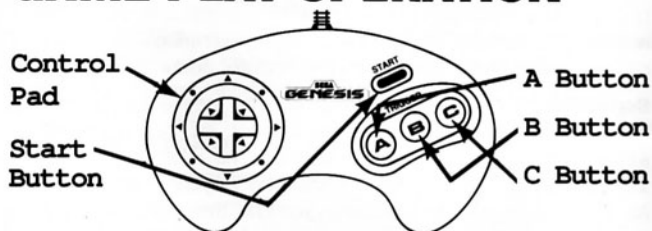
Throughout **Superman's** journey he will be tormented by **Mr. Mxyzptlk**. **Mr. Mxyzptlk** has the ability to appear at any time to interfere with **Superman's** rescue mission. He cannot be damaged by **Superman's** strength or super powers. The best advice is to watch for him and avoid him when possible.

# HOW TO START THE GAME

Insert the cartridge into the Sega Genesis System and turn it ON. You will see the title screen. Press the START button to begin game play.



## GAME PLAY OPERATION



**Control Pad:** Moves **Superman** in all directions

**Start Button:** Starts and pauses game play

**A Button:** Activates Super Power (Heat Vision, Sonic Punch or Hyper Spin)

**B Button:** Punch

**C Button:** Jump (only in ground stages)

**Control Pad** pressed twice in the same direction (Left or Right) = Run (only in ground stages)

**Control Pad UP + C Button** = Higher Jump (only in ground stages)

**Control Pad** pressed twice in the same direction (Left or Right) + C Button = Running Jump

# STAGES OF GAME PLAY

Each stage of game play has different control operations which are listed below:

## STAGE 1-1

A:Sonic Punch  
B:Punch  
C:Jump

## 1-2

A:Heat Vision  
B:Punch  
C:Heat Vision

## 1-3

A:Sonic Punch  
B:Punch  
C:Jump

## STAGE 2-1

A:Sonic Punch  
B:Punch  
C:Jump

## 2-2

A:Sonic Punch  
B:Punch  
C:Jump

## STAGE 3-1

A:Heat Vision  
B:Punch  
C:Heat Vision

## 3-2

A:Sonic Punch  
B:Punch  
C:Jump

## 3-3

A:Heat Vision  
B:Punch  
C:Jump

## STAGE 4 (Entire Level)

A:Sonic Punch  
B:Punch  
C:Jump

## STAGE 5 (Entire Level)

A:Heat Vision  
B:Punch  
C:Heat Vision





# SUPER POWERS

At the beginning of each level you are equipped with a Super Power either Sonic Punch or Heat Vision. During ground stages you must use your Sonic Punch. During flying stages you must use your Heat Vision. However, both of these powers are not always fully accessible. The Super Power gauge is indicated in the lower left portion of your screen. The gauge will automatically fill up as time elapses. When the gauge is full or near full both the Sonic Punch and Heat Vision powers are at the strongest level. Upon using these powers a couple of times, the gauge will have depleted and more time must elapse before you can use them again. However, during flying levels your only defensive power is your Heat Vision. Therefore, you may use it continually. However, because the Super Power gauge is not full, your Heat Vision emission will not be very strong. Conversely, during ground stages you may utilize normal punching as a defensive action until your Super Power gauge fills up again.



Some enemies or obstacles cannot be destroyed by normal punching or weak Heat Vision. You must wait until your Super Power gauge is full and use full strength power against them. Also, it is important to note that you cannot duck and use your Sonic Punch at the same time.

**Superman** punches upward as he jumps. Therefore, you can eliminate enemies by jumping up while directly underneath them. Also, when you jump up you can damage enemies by landing on top of them on the way down.



# HYPER SPIN

During ground levels, you must pick up the Hyper Spin item in order to be able to spin through to layers of earth below. In order to perform the Hyper Spin, you must first pick up the BLUE Hyper Spin item. Once this item is picked up, your Super Power gauge will automatically change from Sonic Punch to Hyper Spin. When you need to use the Hyper Spin, a sign will appear that says "SPIN HERE". Press the A Button to activate your Hyper Spin at the location of the sign. You will drill down into the next earth layer and proceed with game play. However, to change the gauge back to Sonic Punch, you must pick up the RED Sonic Punch item.



# ITEMS



## Yellow & Red

- Increases life increments in life gauge



## Black & White

- 3,000 Points



## Blue

- Changes gauge to Hyper Spin
- Fills up Hyper Spin gauge



## Red

- Changes gauge to Sonic Punch
- Fills up Sonic Punch gauge



# GAME PLAY SCREEN



LIFE ENERGY GAUGE

BOSS ENERGY GAUGE

TOTAL POINTS SCORED

SUPER POWER CURRENTLY IN USE

Sonic Punch, Heat Vision  
or Hyper Spin

SUPER POWER GAUGE



# ROUND CLEAR SCREEN

Once a round of game play has been completed, a Round Clear screen will appear. The amount of bonus points you receive will depend on how much energy is left in your life energy gauge. You will also receive points for defeating the boss.

## ROUND 1 CLEAR



SUPERMAN  
DOES IT  
AGAIN!

•BONUS POINTS•  
8

•CLEAR BONUS•  
10000

•YOUR SCORE•  
9800

•BEST SCORE•  
9800

GOOD JOB  
SUPERMAN !



**CONTINUE**

**Superman** has only 1 life at the beginning of each game. When the increments in his life energy gauge have been depleted, the game is over. However, you will have the option to continue twice. To continue playing, press the START Button before the time limit has elapsed.

You can also earn continues by increasing your score. One continue is allotted each time you double your score after 40,000 points.

40,000 pts.- continue

80,000 pts.- continue

160,000 pts.- continue

240,000 pts.- continue

320,000 pts.- continue (maximum amount  
of continue option)



## SCORES

[illegible]

Patents: U.S.Nos.4,442,486/4,454,594/4,462,076; Europe No. 80244;  
Canada No. 1,183,276; Hong Kong No. 88-4302; Singapore No. 88-155;  
Japan No. 82-205605 (Pending)