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Nintendo

GAME BOY

DMG-ASME-USA

SUPERMAN™



KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

Instruction booklet

DC™ WB™ TITUS

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Super GAME Boy Instructions

Correctly insert the Game Boy Game Pak into the Super Game Boy. Next, insert the Super Game Boy into the Super Nes and move the power switch on the Super Nes to the ON position. For further operation information, please consult your Super Game Boy and Super Nes instruction manuals.



THE STORY

A mysterious peril hangs over METROPOLIS: several citizens have disappeared without a trace!...

SUPERMAN is in pursuit as he tries to discover what has happened, while searching for the missing people. He leads an investigation which suggests that the disappearances are due to a secret pact between LEXCORP, run by LEX LUTHOR, and a strange extraterrestrial known as THE PRESERVER. It is soon revealed that LexCorp has been delivering live human and animal specimens to The Preserver in exchange for secret interplanetary technology. Superman's only chance to rescue the captives is to find special digital keys which will help him locate the prison hidden in Luthor's secret submarine base.

LEX LUTHOR'S TRAP

To prevent Superman from freeing the captives, Luthor's henchmen attack Superman and draw him into a trap where he must fight the LEXOSKEL-5000.

Level 1 : Attack in Metropolis' Streets
Superman hears a call for help coming from the LexCorp building. He races to the scene, but when he arrives, the screams stop. Suddenly, Superman is surrounded by strange men in black trench coats called SHADOW WALKERS. With no time to react, Superman is caught in the middle of an attack!

Level 2 : the Retro-rocket Men
Superman escapes the attack of the Shadow Walkers and stands guard on top of a building to watch over the city, while searching for some answers.

Level 3 : A LexoSkel-5000 in the LexCorp Warehouse
Superman goes to the LexCorp warehouse to find information about the whereabouts of Lex's secret base. However, little does Superman know what many obstacles await his arrival.

Level 4 : Underwater Passage
The LexoSkel- 5000 is standing guard to the entrance of a secret passage located inside the LexCorp warehouse. The passage is a secret trap door which leads to the sea. Superman dives into the unknown...

THE SPACECRAFT

S.T.A.R. LABS has detected a spacecraft approaching Metropolis. Superman flies towards the craft to discover the intentions of its occupants.

Level 5 : Metropolis Skies
Superman seeks answers about the unknown spaceship. However, before reaching the craft, Superman is once again attacked by Luthor's Retro-rocket henchmen!

Level 6 : The Preserver's Robots
After defeating Luthor's men a second time, Superman finally reaches the spacecraft and confronts The Preserver. To his surprise, he discovers The Preserver is a hunter of endangered species and is here to add human beings and animals to his collection before destroying the Earth. The Preserver's robot drones suddenly attack Superman and he quickly realizes he is first on The Preserver's list!

Level 7 : The Metropolis Invasion
While Superman is busy battling The Preserver's robots, a gang of intergalactic bikers, known as THE INVADERS, swoop into Metropolis on flying motorcycles. Taking advantage of Superman's absence, the marauding bikers plunder the city. Superman manages to escape The Preserver's ship and races back to Metropolis to stop the chaos. Superman must confront The Invaders gang as well as some new arrivals on flying jet scooters.

THE SECRET BASE

Superman's only hope in finding the kidnapped citizens and animals of Metropolis is to find all the digital keys. The keys are Superman's link to the location of Lex Luthor's secret submarine base.

Level 8 : The Secret Passage

Superman suspects that an entry to the base is located in the LexCorp basement. He goes to investigate, but it is well protected. Superman must find another way inside...

Level 9 : The Current

Lex Luthor has placed sharks and mines to protect his base from any intruders, including the MAN OF STEEL. However, Superman's biggest challenge is getting through a strong underwater current. He will have to be careful to avoid getting trapped in the rocks!

Level 10 : The Submarine Base

Finally, Superman reaches the submarine base. He searches for the captives, but Lex has placed one final present in his path. Will Superman be able to free the captured citizens and animals of Metropolis or will Lex Luthor succeed in his master plan? Only you can decide!

THE HERO



Superman

The hero of the game. A player controls Superman to pursue and fight his enemies. Superman is incredibly strong. He can also fly and repel bullets or missiles when attacked.

Controls

- Moving left/right : ← /→
- To crouch down : ↓
- To creep left/right : ↓ + ← /→
- Flight : A button + ← /→
- Boost : ↑ + B button
- Punch : B button
- Punch down : ↓ + B button
- To repel bullets : B button

The Fortress of Solitude

When Superman's energy gets too low, he goes to recover at the Fortress of Solitude, located far above the Arctic Circle.

Quitting the Fight

In levels 2 and 5, you must keep Superman in flight or the level will end and the screen text will say : "You have quit the fight".

THE ENEMIES



LexoSkel-5000
This fiercely powerful weapon of destruction is an armored suit created by Lex Luthor's LexCorp organization. It shoots KRYPTONITE missiles and can strike violent blows upon its opponent.



The Invaders
This gang of flying bikers comes from another galaxy. They take advantage of Superman's absence to terrorize and plunder Metropolis.



Flying Jet Scooters
They are equipped with Kryptonite submachine guns.



The Preserver's Henchmen
Guardians of an unusual collector spacecraft, they try to capture Superman as a rare specimen and prevent him from freeing Metropolis kidnapped species. Their master, The Preserver, wants to add human beings and other Earth life forms to his collection. They can attack with their head and arms.

LEX LUTHOR'S HENCHMEN

They participate in all of Luthor's malicious activities. They use guns, pistols and submachine guns and can fly using retro-rockets.



The Shadow Walkers
They use guns with Kryptonite bullets.



The Retro-rocket men
Their equipment allows them to fly. They use Kryptonite submachine guns.

ROBOTS



Rolling robots
They patrol LexCorps's secret base and eliminate all intruders.
They shoot Kryptonite bullets.



Flying robots
Also patrol LexCorp's secret base and shoot Kryptonite bullets.



Crab robots
They pursue Superman in The Preserver extraterrestrial spacecraft. They throw Kryptonite crystals at Superman to weaken him.

THE OBSTACLES



Krypto-grenades
They are scattered in all the levels on the ground and in the air. If Superman touches them, they explode.



Electric Current
Very powerful, this current can seriously weaken Superman if he touches it. Since it's a make-and-break current, Superman must wait for it to stop before proceeding.



Sharks
They are numerous and roam the waters around the secret base waiting for prey.



Mines (full of kryptonite)
They are scattered around the submarine base to stop approaching intruders.

BONUS



Digital Keys
They will allow Superman to locate the place where Metropolis' citizens are being held captive. In each level, you will have to collect a fixed number of keys. They are scattered in the backgrounds or in the possession of your enemies (defeat them and the keys will appear).



Diamonds
Thanks to them, Superman can recover a part of his energy



Invincibility
For a limited time Superman cannot be injured by obstacles or enemies.



End level bridge
You have to find it to advance to the next level.

NOTES

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