SEGA™

SEGA SATURN™

T-1214H

MARVEL COMICS

MARVEL SUPER HEROES™



CAPCOM®

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

TEEN
T™
AGES 13+
CONTENT RATED BY ESRB

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- The Sega Saturn disc is intended for use exclusively with the Sega Saturn™ 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 Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in its case when not in use. Clean with a lint-free, soft dry cloth-wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

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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.

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MARVEL COMICS

MARVEL SUPER HEROES™

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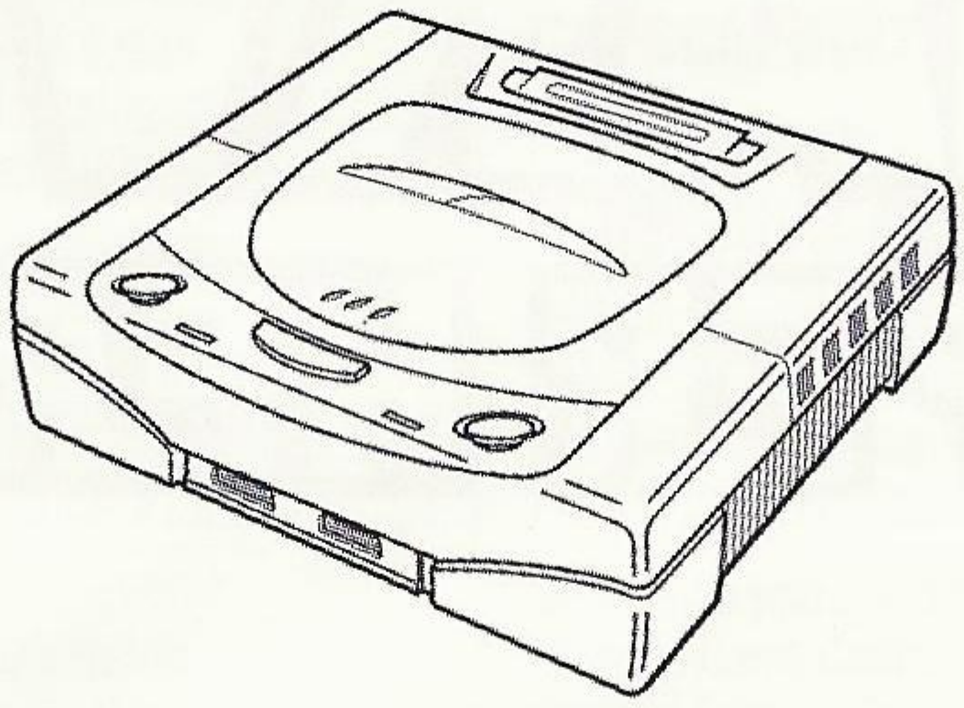
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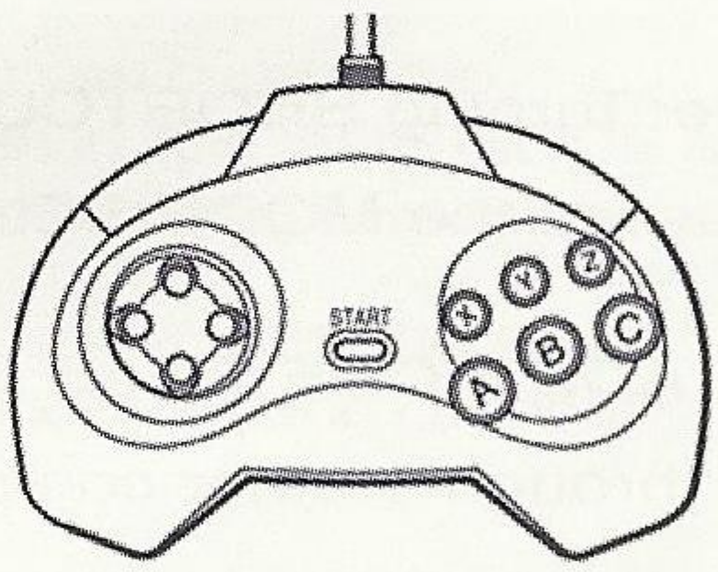


Set up your Sega Saturn game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the MARVEL SUPER HEROES disc and close the disc cover. Insert the game controllers and turn on the Sega Saturn game console. Follow the on-screen instructions to start a game.



BASIC CONTROLS

BUTTON	FUNCTION
START BUTTON	STARTS GAME PAUSES GAME JOINS IN FOR SECOND PLAYER
DIRECTIONAL BUTTON	SELECTS GAME MODE (See Title Screen) CHANGES SETTINGS (See Option Mode) MOVES CHARACTER
A or **C** BUTTON	SELECT MENU ITEM
START, A, B and **C** BUTTON simultaneously	RESETS GAME



GENERAL MOVES

HIGH JUMP: Press Directional Button ↓ then ↑ quickly.

BLOCK/AIR BLOCK: Press Directional Button away from opponent. You can even block in mid-air.

GRAB/THROW: Press Directional Button toward opponent, then press either Medium Punch, Medium Kick, Hard Punch or Hard Kick button. Some characters may be able to execute a grab or throw move automatically.

BACKWARD ROLL: ↓ ↘ → + **AP**

INFINITY COUNTER: When you block your opponent's attack, press the Directional Buttons ← ↙ ↓ in a smooth motion, then press a Punch or Kick button. This will perform an Infinity Counter attack, which is a quick counter move against your vulnerable opponent. Infinity Counters consume 1 level on your Infinity Combo gauge.

RECOVERY/ESCAPE: You can recover from dizziness more quickly by pressing back and forth on the control pad and by pressing the attack buttons rapidly. You can escape grab moves in this manner as well.

TAUNT: You can taunt your opponent by pressing the Directional Button ↓ ↓ then press **L** and **R** Buttons simultaneously

GAME MODES

MODE SELECT There are 2 modes of play and 2 set up modes for MARVEL SUPER HEROES. See the following sections for descriptions of these modes.

To adjust your button configuration during gameplay, press the **START** button to pause the game. Then press any button to bring up the pause menu. Select KEY CONFIG from the menu to adjust your buttons, then EXIT when you are finished. When configuring your buttons, use the Directional Button to highlight the function, then press the button you want to perform that function.

(Note: Turning SHORTCUT to "on" in the OPTION MODE bypasses the MODE SELECT screen. See page 6 for more)

ARCADE MODE Select a Marvel character and fight your way through 8 other computer-controlled characters. This is a one-player game, but a second player can join in at any time. Press the **START** button on the opposite controller to join in. The character select screen will appear.

From the title screen, press **START** to see the MODE SELECT menu. Use the Directional Button to highlight this mode, then press the **START** button to select it. You will then see the character select screen. Use the Directional Button to highlight a character, then press **START** to select it. Then use the Directional Button to highlight either NORMAL or TURBO speed mode, then press **START** to select it and begin the match.

VS. MODE is the classic 2-player contest. Use the Directional Button to highlight this from the MODE SELECT screen and press **START** to select it. You will then be presented with the character select screen. Select a character and game in the same manner as the ARCADE mode.

OPTION MODE

To adjust the options in your game, from the MARVEL SUPER HEROES title screen, use the Directional Button to highlight OPTION and press the **START** button. Highlight one of the following by pressing the Directional Button ↑ or ↓ then change the option by pressing the Directional Button ← or → :

DIFFICULTY There are 8 levels of difficulty available for ARCADE MODE. Adjust the number of stars for the difficulty from 1-8 (Low to High).

TIME LIMIT You can set the time limit to ON or OFF.

ROUNDS You can adjust the number of rounds per match.

TURBO SPEED You can adjust the game speed. There are 2 levels of TURBO speed.

SHORTCUT Set this to "on" and you can bypass the MODE SELECT screen in ARCADE MODE and jump right to the character select screen.

SOUND Adjust the sound on your game for stereo or monaural sound, depending on the capabilities of your sound system.

KEY CONFIGURATION

You can choose any button for your punch/kick functions.

PANEL

You can turn your character's on-screen face panel on or off.

When finished, return to the MODE SELECT screen by highlighting EXIT and press the START or X button

BACKUP DATA

SAVE DATA

This allows you to save your game data to your Saturn built-in memory. HIGH SCORE and OPTION MODE settings will be saved.

To save your game, select BACKUP from the MODE SELECT screen. Then highlight SAVE DATA and press START, A or C to select SAVE. Your game will automatically save your settings. Follow the on-screen instructions to return to the OPTION MODE.

LOAD DATA

After saving to memory, you can LOAD your settings and play with those settings intact. Select BACKUP from the MODE SELECT screen. Highlight LOAD and press START, A or C to select it. Your saved data will automatically load. Follow the on-screen instructions to return to the MODE SELECT screen.

THE INFINITY GEMS

Draw on the power of the Infinity Gems and battle Thanos to the end! Depending on how successful your attacks are, you can grab gems from your opponent and add them to your arsenal. The gems you possess will appear below your character. Press the **L** and **R** Buttons simultaneously to change the gem you want to use, then activate the gem:

Press the Directional Button ↓ ↙ ← then press **3P**

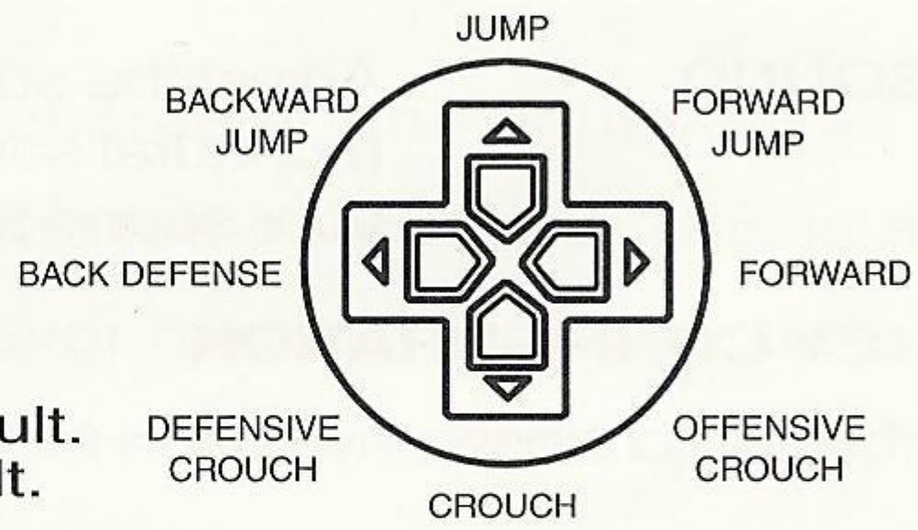
The gem power will last for only a short time.

Power - Increase the strength of your attack
Time - Increases your character's speed
Space - Increases defensive power
Mind - Recovers energy for the Infinity Combo Gauge
Soul - Recovers energy for your Health Gauge
Reality - Enhances your character with fantastic new powers

The following pages describe each Marvel Hero and Villain as well as a short description of their special moves beyond the basic punches and kicks. The moves are described in this manner:

The directions you need to press the Directional Button to perform the move are described first (moves must be done in a smooth, quick motion). Following the move is the list of Punch or Kick buttons you must press to perform the move.

Key =
AP - Any Punch button
AK - Any Kick button
LP - Light Punch button
MP - Medium Punch button
HP - Hard Punch button
LK - Light Kick button
MK - Medium Kick button
HK - Hard Kick button
2P - Any 2 Punch buttons simult.
3P - All 3 Punch buttons simult.
2K - Any 2 Kick buttons simult.
3K - All 3 Kick buttons simult.



Note: The diagrams show the Directional Button motions for a character facing right. The controls are reversed when facing left.

MARVEL SUPER HEROES CONTROLS

X BUTTON	LIGHT PUNCH (JAB)
Y BUTTON	MEDIUM PUNCH
Z BUTTON	HARD PUNCH (FIERCE)
A BUTTON (SHORT)	LIGHT KICK
B BUTTON	MEDIUM KICK
C BUTTON	HARD KICK (ROUNDHOUSE)
L BUTTON	3 PUNCH BUTTONS SIMULTANEOUSLY (See Infinity Specials)
R BUTTON	3 KICK BUTTONS SIMULTANEOUSLY (See Infinity Specials)
L + R SIMULTANEOUSLY	SELECTS GEM

BLACKHEART™



SPECIAL MOVES

DARK THUNDER	← ↙ ↓ ↘ → + AP
INFERNO	→ ↘ ↓ ↙ ← + AP
AIR THROW	JUMP, THEN HOLD ↑ + MP OR HP

INFINITY SPECIAL

ARMAGEDDON	↓ ↘ → + 3P

CAPTAIN AMERICA™



DURING WORLD WAR II, A SECRET GOVERNMENT EXPERIMENT WAS CONDUCTED KNOWN AS ***PROJECT: SUPER SOLDIER.*** ***STEVE ROGERS*** TOOK THE SUPER SOLDIER SERUM AND BECAME ***CAPTAIN AMERICA.*** HE HAS SINCE REALIZED HIS FULL HUMAN POTENTIAL WITH THE SUPER SOLDIER SERUM. ARMED WITH AN INDESTRUCTIBLE VIBRANIUM-ADAMANTIUM ALLOY SHIELD, ***CAPTAIN AMERICA FIGHTS THE EVIL AND INJUSTICE*** THAT THREATENS FREEDOM AND LIBERTY.

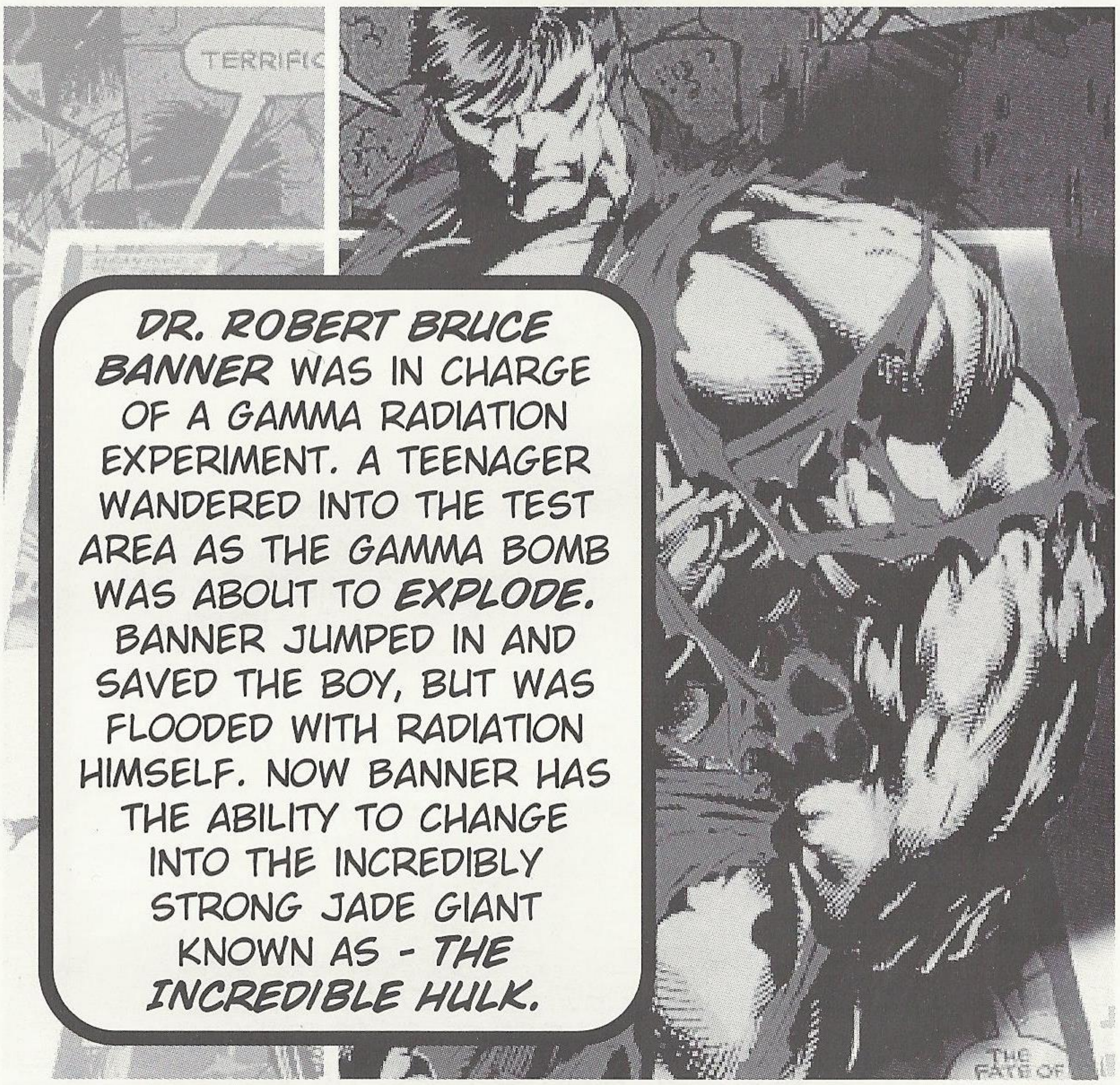
SPECIAL MOVES

SHIELD SLASH	↓ ↘ → + AP
STARS AND STRIPES	→ ↓ ↘ + AP
CHARGING STAR	← ↙ ↓ ↘ → + AP

INFINITY SPECIAL

FINAL JUSTICE	↓ ↘ → + 3P

THE INCREDIBLE HULK™



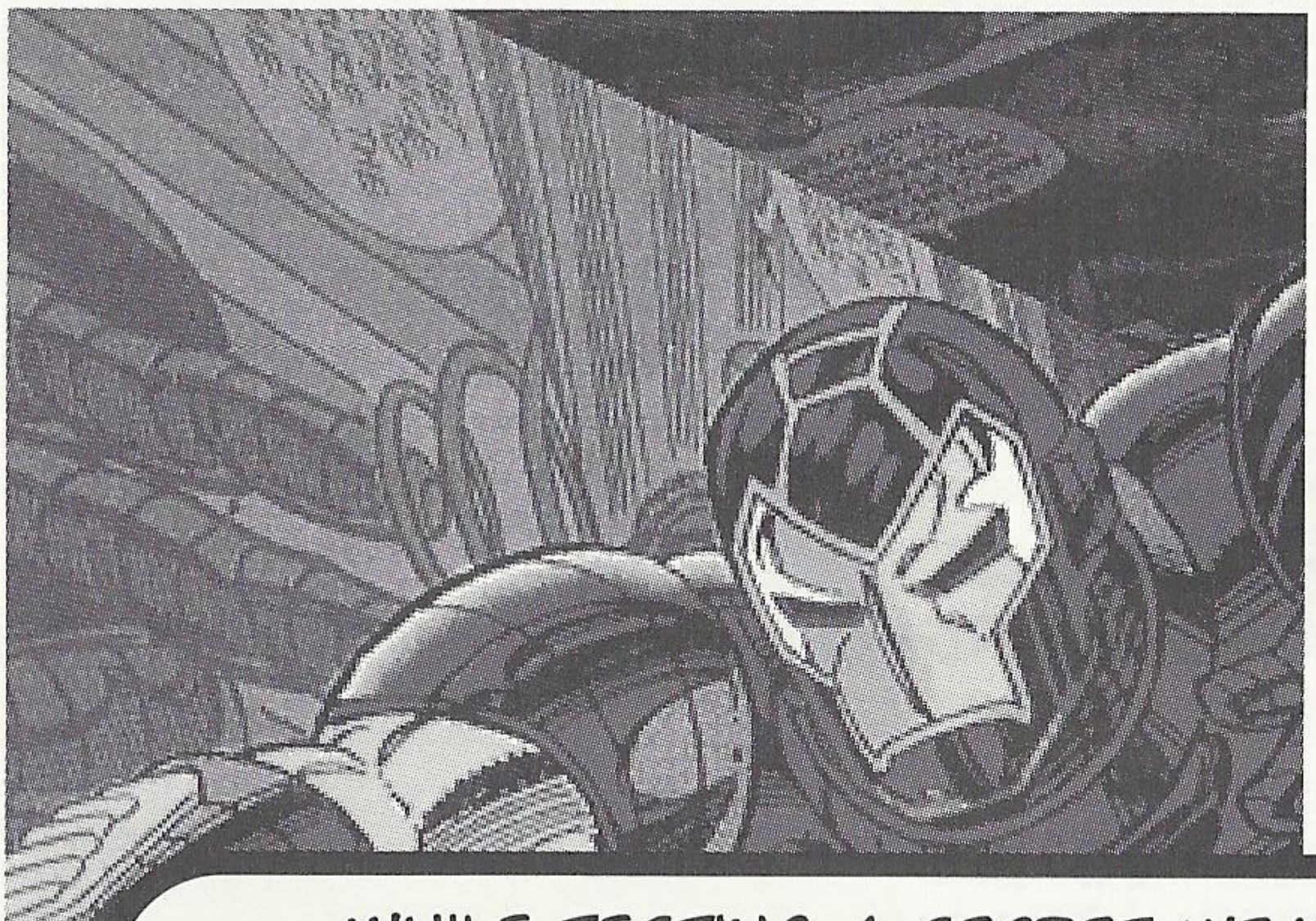
SPECIAL MOVES

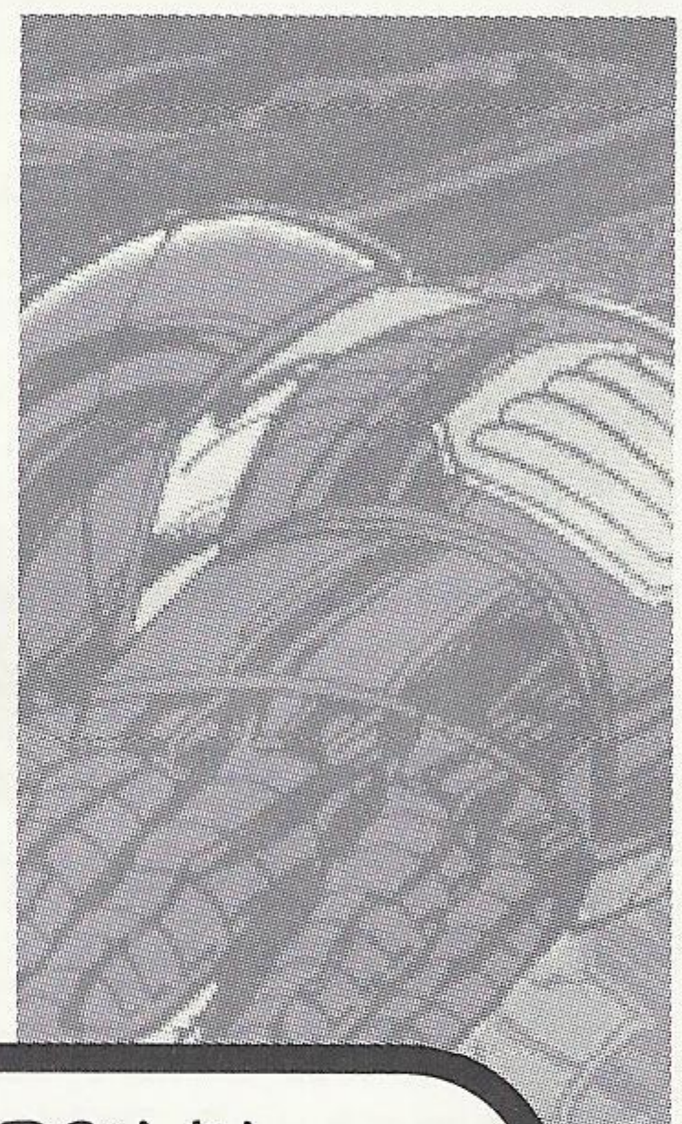
GAMMA CHARGE	HOLD ← FOR 2 SEC. THEN → + AK
GAMMA THROW	→ ↘ ↓ ↙ ← + AP
GAMMA SLAM	← ↙ ↓ ↘ → + AP

INFINITY SPECIAL

GAMMA CRUSH	↓ ↘ → + 3P

IRON MAN™





WHILE TESTING A SECRET WEAPON IN SOUTHEAST ASIA, INDUSTRIAL GENIUS ***TONY STARK*** WAS INJURED AND SUBSEQUENTLY CAPTURED. IN EXCHANGE FOR HIS WEAPON TECHNOLOGY, HIS CAPTORS OFFERED TO NURSE HIM BACK TO HEALTH. STARK RELUCTANTLY AGREED, BUT HE SECRETLY HAD A PLAN. HE BUILT ***LIFE-SUSTAINING ARMOR*** AND EQUIPPED HIMSELF IN IT. IT ALLOWED HIM TO ESCAPE HIS CAPTORS AND RETURN HOME. STARK HAS MODIFIED THE ORIGINAL ARMOR DESIGN, EXPANDING IT'S DEFENSIVE AND OFFENSIVE CAPABILITIES AND NOW HE USES HIS POWER TO BATTLE ANY FORCE THAT THREATENS THE SECURITY OF AMERICA OR THE WORLD.

SPECIAL MOVES

UNI-BEAM	← ↙ ↓ ↘ → + AP
REPULSOR BLAST	→ ↘ ↓ ↙ ← + AP
SMART BOMB	(LP + LK), (MP + MK) OR (HP + HK)

INFINITY SPECIAL

PROTON CANNON	↓ ↘ → + 3P

JUGGERNAUT™

WHEN *CAIN MARKO* ENTERED THE SECRET TEMPLE OF CYTTORAK, HE HAD NO IDEA HE WOULD EMERGE AS AN *UNSTOPPABLE FORCE OF EVIL!* GRABBING THE RUBY OF CYTTORAK, MARKO WAS TRANSFORMED INTO THE *JUGGERNAUT, ARCHFOE OF THE X-MEN!*





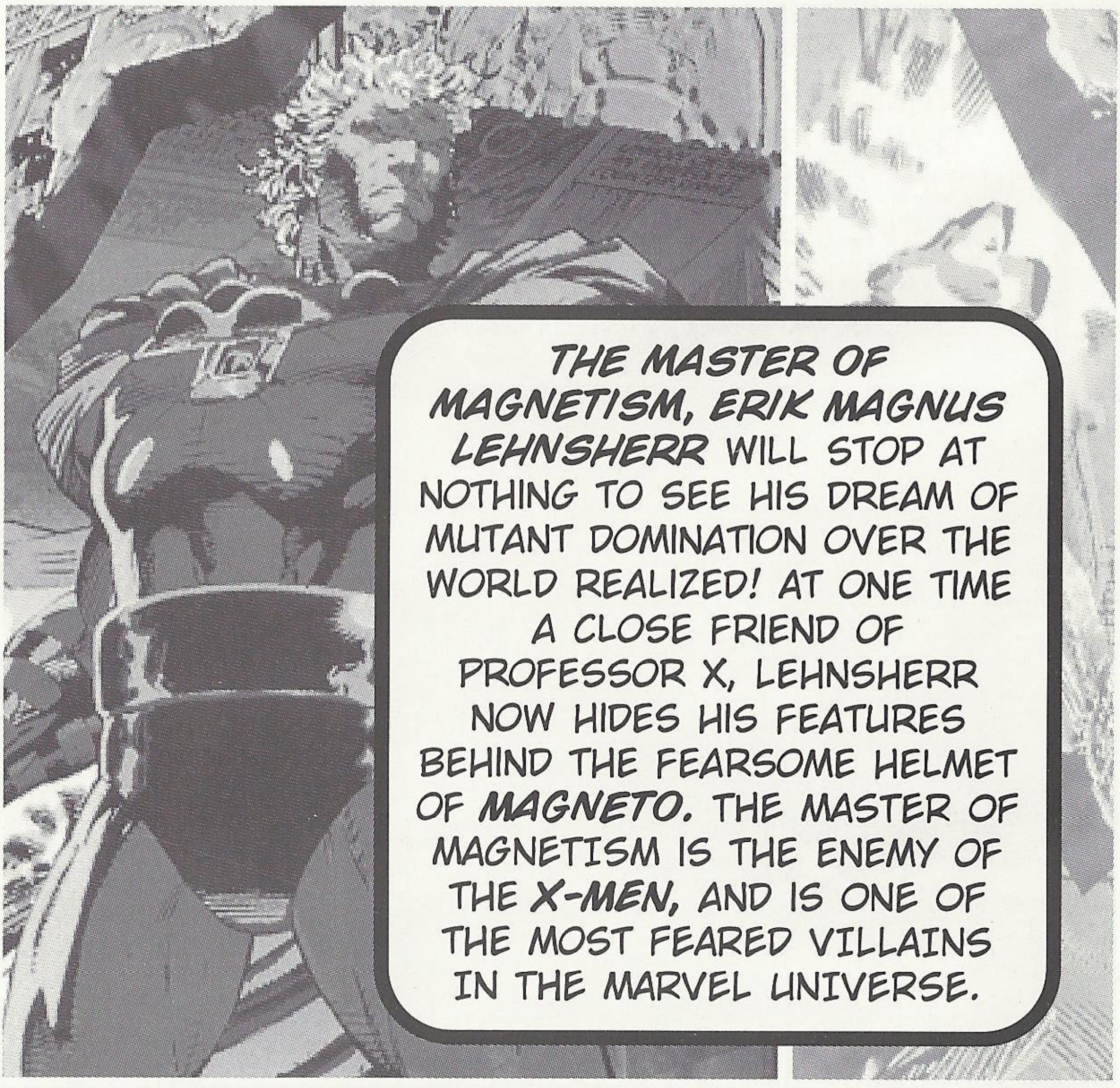
SPECIAL MOVES

EARTHQUAKE PUNCH	→ ↘ ↓ + AP
JUGGERNAUT PUNCH	← ↙ ↓ ↘ → + AP
JUGGERNAUT BODY PRESS	→ ↘ ↓ ↙ ← + AK

INFINITY SPECIAL

JUGGERNAUT HEAD CRUSH	↓ ↘ → + 3P

MAGNETO™



THE MASTER OF MAGNETISM, ERIK MAGNUS LEHNSHERR WILL STOP AT NOTHING TO SEE HIS DREAM OF MUTANT DOMINATION OVER THE WORLD REALIZED! AT ONE TIME A CLOSE FRIEND OF PROFESSOR X, LEHNSHERR NOW HIDES HIS FEATURES BEHIND THE FEARSOME HELMET OF ***MAGNETO.*** THE MASTER OF MAGNETISM IS THE ENEMY OF THE ***X-MEN,*** AND IS ONE OF THE MOST FEARED VILLAINS IN THE MARVEL UNIVERSE.

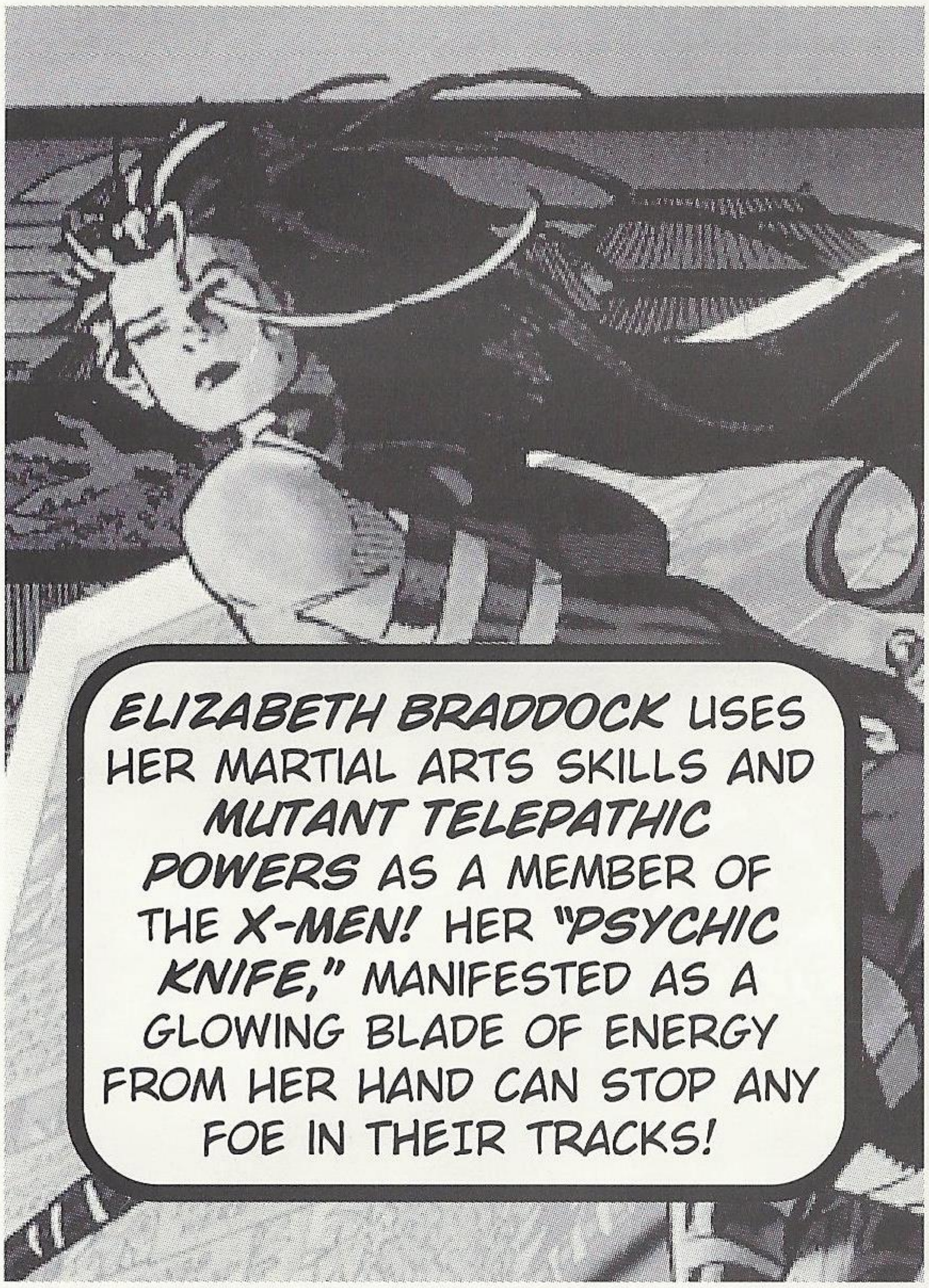
SPECIAL MOVES

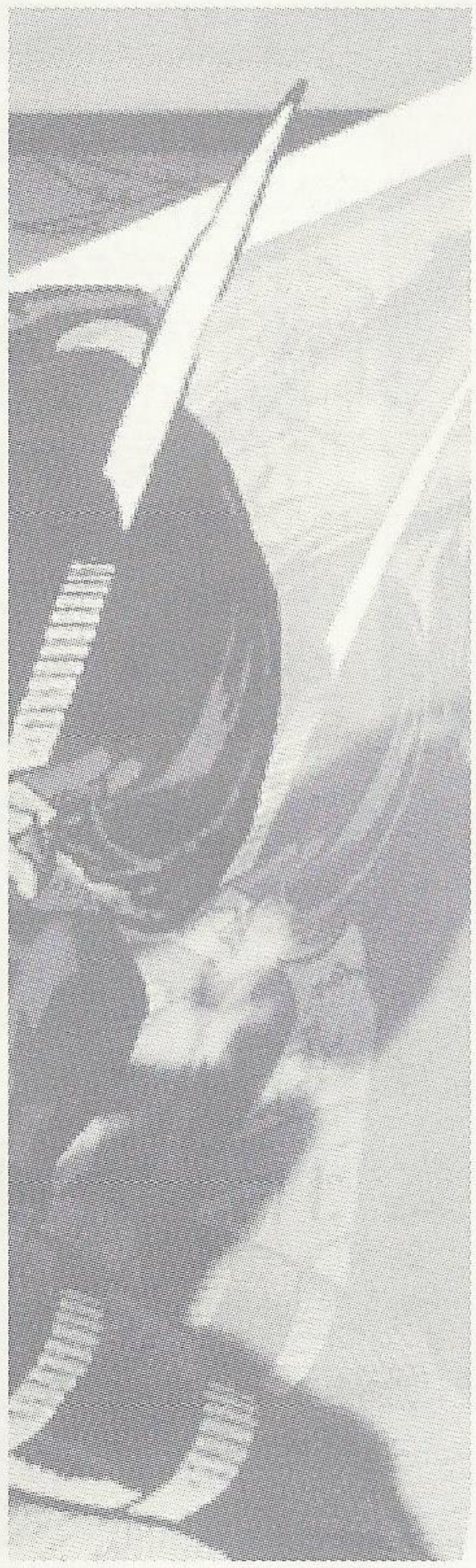
E-M DISRUPTOR	← ↙ ↓ ↘ → + AP
HYPER GRAVITATION	→ ↘ ↓ ↙ ← + AK
MAGNETIC BLAST	WHEN IN AIR, ↑ ↗ → + AP

INFINITY SPECIAL

MAGNETIC SHOCKWAVE	↓ ↘ → + 3P

PSYLOCKE™





SPECIAL MOVES

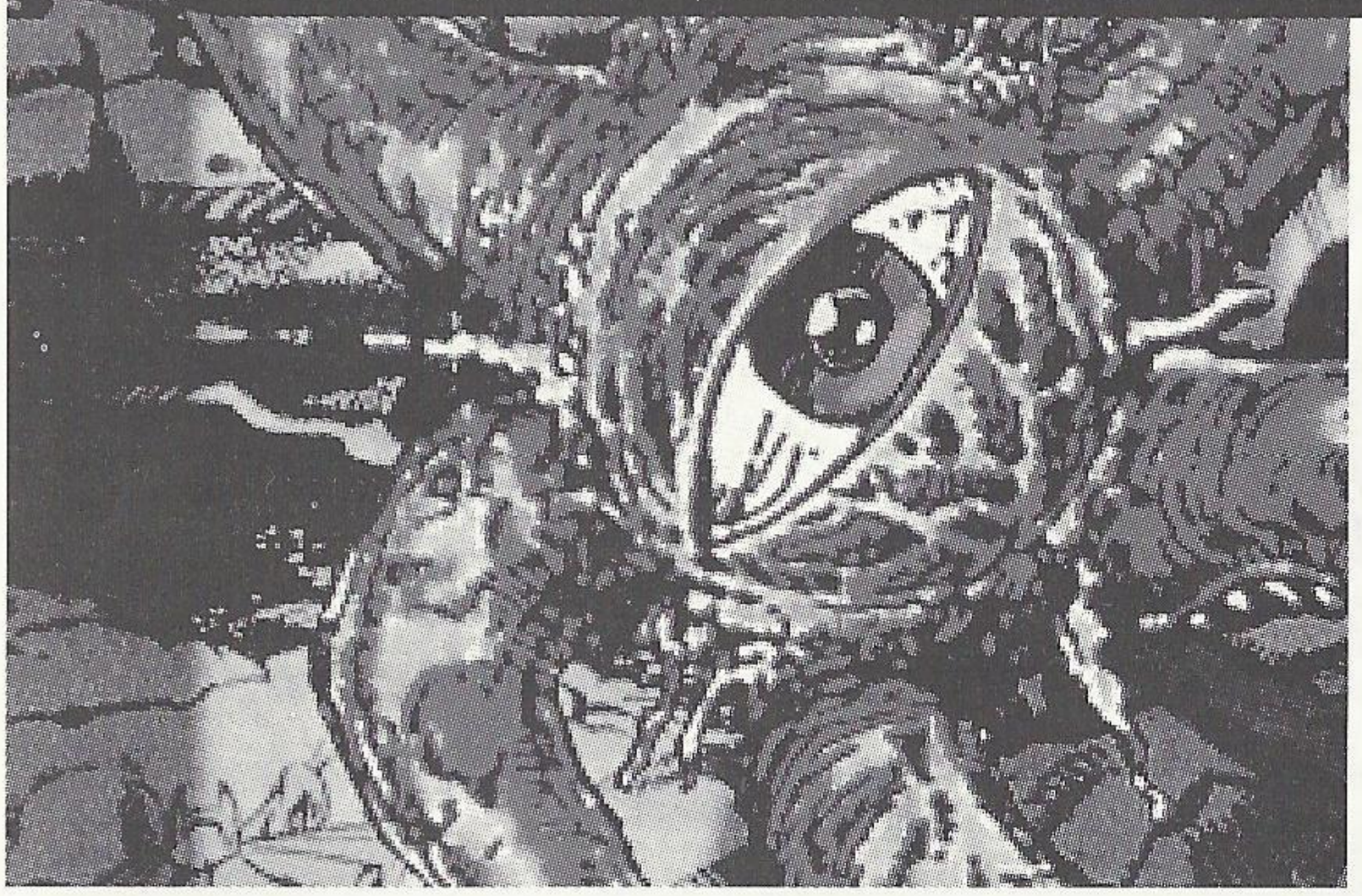
PSI-BLAST	↓ ↘ → + AP
PSI-BLADE SPIN	→ ↘ ↓ + AK
NINJITSU	→ ↘ ↓ ↙ ← + (LP+LK), (MP+MK) OR (HP+HK)

INFINITY SPECIAL

PSI-MAELSTROM	↓ ↘ → + 3K

SHUMA-GORATH™

SHUMA-GORATH IS THE MANIFESTATION OF THE *ANCIENT ONE'S* DARK SIDE. IT POSSESSES ALL OF THE *ANCIENT ONE'S* ABILITIES AND IS THE LIVING EMBODIMENT OF EVIL. NOT MUCH ELSE IS KNOWN ABOUT THIS CREATURE EXCEPT THAT IT STRIVES TO DESTROY ALL LIVING THINGS IN THE UNIVERSE. WHEN FACED WITH ANOTHER CREATURE, IT WILL CHANGE FORM TO APPEAR AS THAT BEING'S WORST NIGHTMARE.





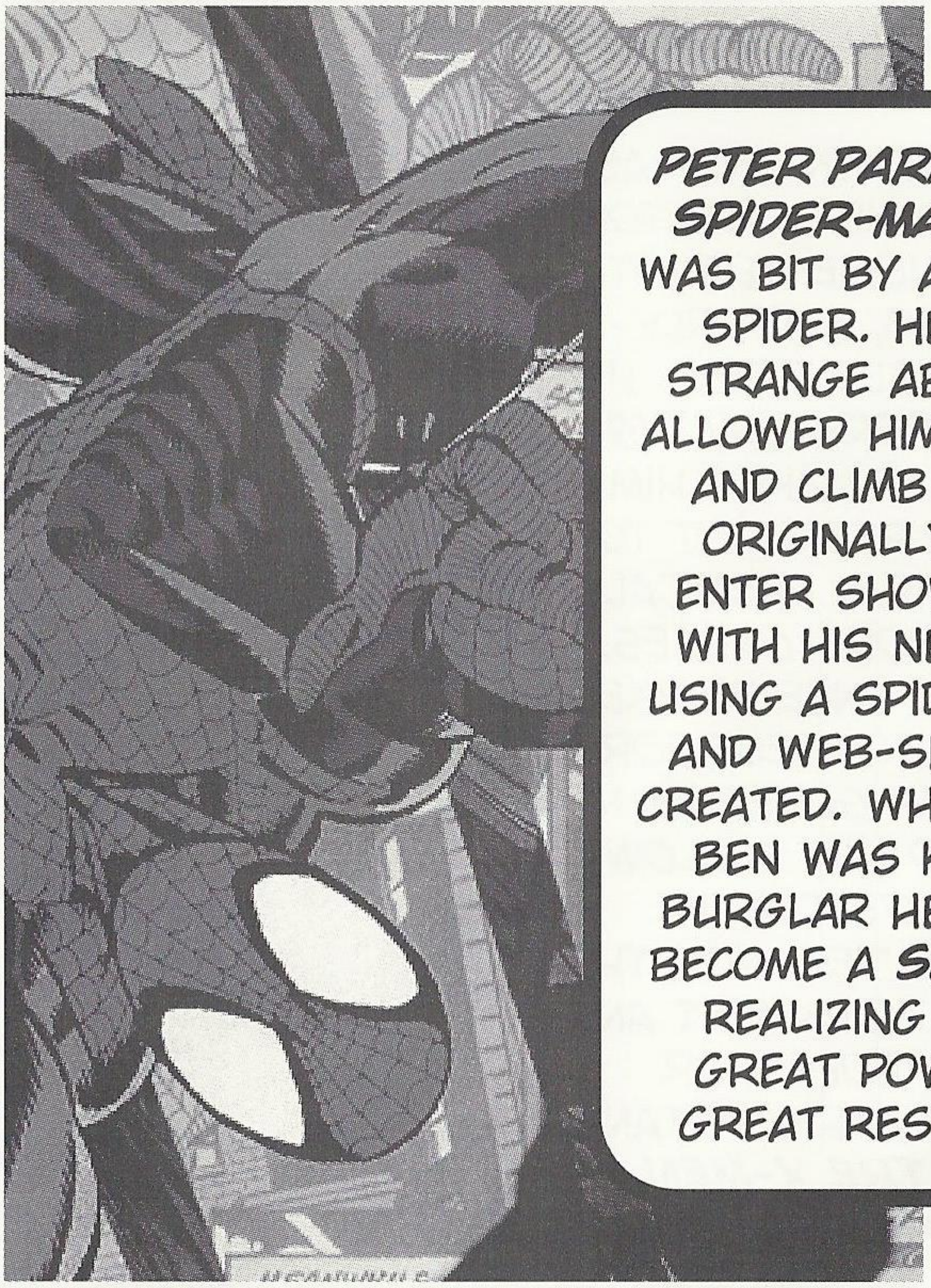
SPECIAL MOVES

MYSTIC STARE	HOLD ← FOR 2 SEC. THEN → + AP
MYSTIC SMASH	HOLD ← FOR 2 SEC. THEN → + AK
DEVITALIZATION	← ↙ ↓ ↘ → + AK

INFINITY SPECIAL

CHAOS DIMENSION	↓ ↘ → + 3P

SPIDER-MAN™



PETER PARKER BECAME SPIDER-MAN WHEN HE WAS BIT BY A RADIOACTIVE SPIDER. HE OBTAINED STRANGE ABILITIES THAT ALLOWED HIM TO STICK TO AND CLIMB WALLS. HE ORIGINALLY AIMED TO ENTER SHOW BUSINESS WITH HIS NEW ABILITIES USING A SPIDER COSTUME AND WEB-SHOOTERS HE CREATED. WHEN HIS UNCLE BEN WAS KILLED BY A BURGLAR HE DECIDED TO BECOME A SUPER HERO, REALIZING THAT WITH GREAT POWER COMES GREAT RESPONSIBILITY.

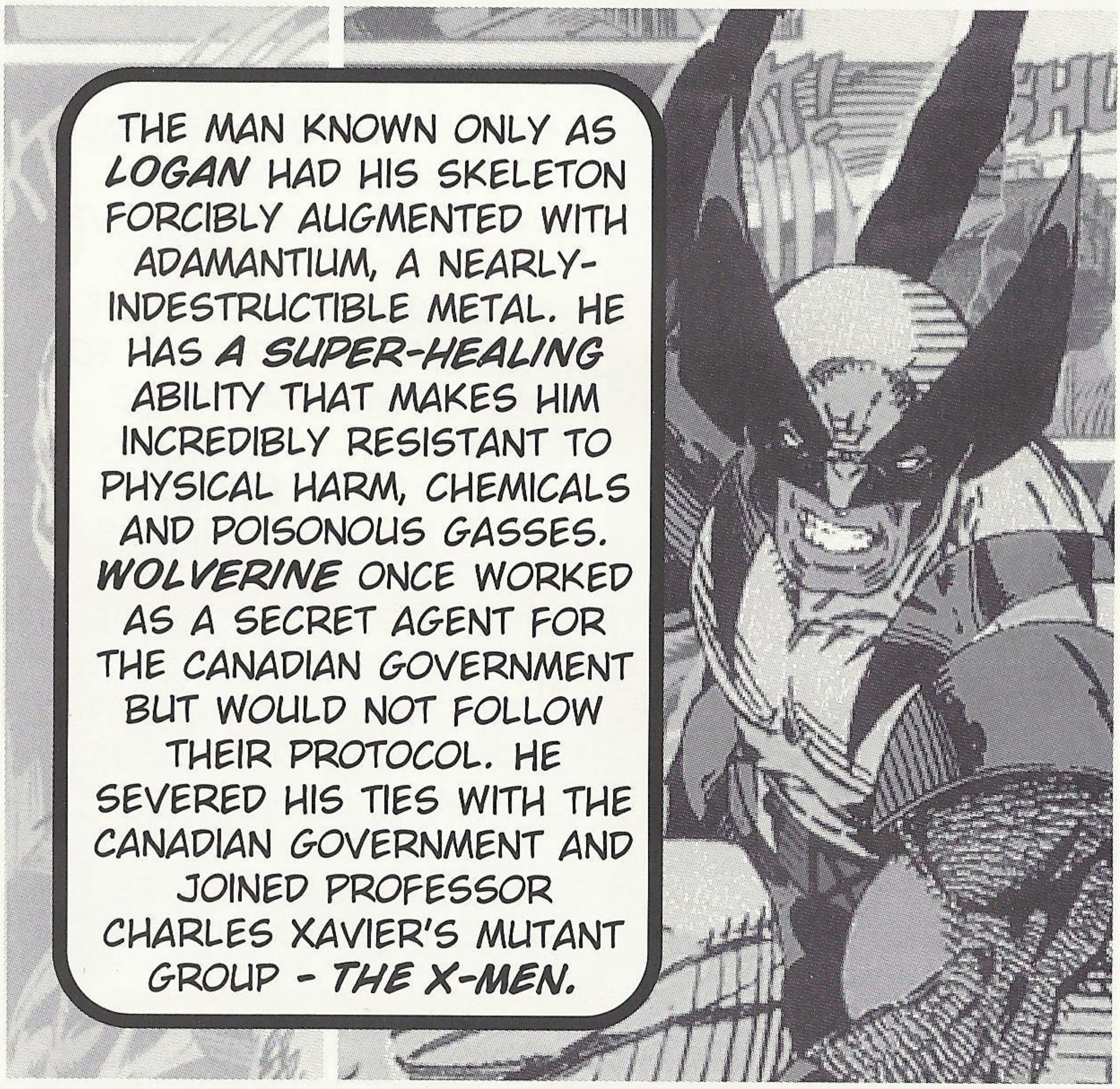
SPECIAL MOVES

WEB BALL	→ ↘ ↓ + AP
SPIDER STING	→ ↘ ↓ + AP
WEB STING	↓ ↙ ← + K

INFINITY SPECIAL

MAXIMUM SPIDER	↓ ↘ → + 3P

WOLVERINE™



SPECIAL MOVES

DRILL CLAW	PRESS D-BUTTON ANY DIRECTION, THEN PRESS SAME STRENGTH AP+AK SIMULTANEOUSLY (LP+LK) (MP+MK) (HP+HK)
TORNADO CLAW	→ ↓ ↘ + AP
BERZERKER BARRAGE	↓ ↘ → + AP

INFINITY SPECIAL

BERZERKER BARRAGE X	↓ ↘ → + 3P

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