

INTRODUCTION

Superman the computer game is First Star Software's first game in its Super Power's collection. It's a game of nail-biting strategy and stunning action. The player takes the part of either Superman or Darkseid, battling for control of Metropolis* and its people.

NOTE

You can play Superman solo, against the computer, or compete against a friend. When two play you will need TWO joysticks.



He came from doomed Krypton* with powers and abilities beyond those of mortal men. He's faster

than a speeding bullet, more powerful than a locomotive...able to leap tall buildings at a single bound*. Superman, is mankind's champion in the eternal battle between good and evil.



Darkseid is Superman's most deadly enemy. He lusts for the Anti-life formula*, an awesome genetic code, which will

give him power over all living things. However, this formula is only present in the brains of a few, unknown, humans. So, Darkseid has come to earth. He plans a reign of terror and destruction. The right atmosphere for his mind-scanners to reveal those who have the formula!

GAME OBJECTIVE

The game's setting is Metropolis, where Darkseid's reign of terror has begun. Darkseid, seeks to capture the citizens while Superman tries to save them. Once all the people of Metropolis have been captured or saved, the player with the most people is the winner. However, if during play either Superman or Darkseid's energy levels fall to zero, the surviving character wins the game.

Spectrum 48K/Plus: type LOAD"" and press ENTER on the computer's keyboard. Then press PLAY on your cassette player.

Commodore 64/128: (Cassette) Press SHIFT and RUN/STOP on the computer's keyboard. Then press PLAY on your cassette player.

(Disk) Type LOAD"", 8, 1 then press RETURN.

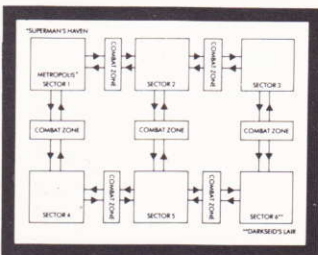
Amstrad CPC 464/664: (Cassette) Press CTRL and the small ENTER keys and then press PLAY on the cassette player.

(Disk) Type RUN " DISC.

THE PLAY SCREENS IN...

SUPERMAN™

THE COMPUTER GAME



THE METROPOLIS* SECTORS

The play area is divided into six. Sectors 1-3 represent the streets of Metropolis and 4-6 the sewers and tunnels beneath the city. These screens are inhabited by the frantic citizens. Your aim as Superman will be to guide the people to the safety of your haven, beyond the arches on screen 1. As Darkseid, you will seek to drive the people down towards your lair on screen 6.

LEAVING THE SECTORS

Darkseid and Superman: The first character to qualify (collect a number of objects equivalent to the skill level) can choose to leave the sector and move onto an adjacent sector through a combat zone.

Citizens of Metropolis: Move freely to adjacent sectors, unless their route is blocked by a deflector, building or rocks.

GAME PLAY IN THE SECTORS

You control your character with the joystick/fire button.

HEAT VISION AND THE OMEGA RAY

These super powers are activated by pressing the fire button. The beam will grow in length and strength until you press the fire button again. If the beam strikes your opponent he will lose energy.

TELEPORTING AND FLIGHT

Whenever Darkseid's Omega ray falls upon a human his power of teleportation may be activated. Press the fire button twice in quick succession. The hapless human will be frozen and you can now move him anywhere on the screen using the joystick. Press the fire button again to release the human. Superman can pick citizens up and fly them to safety. Position him over a human and press the fire button twice in quick succession. You will then be able to move that person anywhere on screen. Press the fire button again to release the human.

THE DEFLECTORS

The deflectors are positioned at the intersection of streets and sewers. They divert heat vision or Omega rays and channel the movements of the citizens. Superman and Darkseid can alter the angle of the deflectors to suit their strategy. Position the character over a deflector and press the fire button twice in quick succession. The deflector will rotate one position. Repeat until the desired setting is achieved.

OBJECTS

Superman and Darkseid must qualify to leave a particular sector. They do this by collecting mysterious, but important, objects. The number of objects increase with levels of play (1 on level one, 3 on level three). The first character to collect the right number of objects can leave the screen and enter a COMBAT ZONE.

COMBAT ZONES

The combat zones are games-within-the-game. The objective in each zone is to defeat your opponent and sap him of energy. The player who triggered the combat must win if he is to advance onto the next sector. If he loses both characters will be returned to the original sector. Watch the red (Superman) and blue (Darkseid) status bars, the first to be reduced to zero is the loser.

SKYSCRAPER CANYON

As Superman flies through the streets of the city, Darkseid triggers his remote lasers. Superman must dodge the deadly beams while Darkseid concentrates on split second timing to zap his foe.

Victory: Superman — survive until Darkseid runs out of lasers or time.

Darkseid — hits on Superman.

DEATH FROM THE SKY

Darkseid pilots his destroyer above Metropolis. His aim is to blast buildings and force the people down to his lair. Drop bombs by pulling the joystick down. Press the fire button to see them trail behind the destroyer. Superman must use super strength* to smash the bombs before they reach the city. Press the fire button to punch. If bomb fragments strike Darkseid's destroyer Superman's score is increased.

Victory: Darkseid — score 8 hits on the city.

Superman — destroys 8 bombs.

SUPERMAN'S SNARE

Darkseid pursues Superman into a trap! Superman triggers radioactive beams by touching devices on floor or ceiling at the same time as the fire button is pressed. Magnetic screens are generated by touch alone.

Victory: Superman — zaps Darkseid 8 times.

Darkseid — zaps Superman 8 times.

FIREBALL!

Darkseid projects a stream of deadly fireballs at the superhero. Superman uses super breath* to blow the fireballs back at Darkseid. Darkseid's cannon fires automatically, use the joystick to select one of eight barrels. Superman is controlled by joystick and his super breath is activated by the fire button.

Victory: Superman — returns 8 fireballs.

Darkseid — roasts Superman 8 times.

KRYPTONITE*

As Superman descends beneath Metropolis, Darkseid ambushes him with deadly Kryptonite. Superman can dodge the deadly stuff or destroy it with heat vision.

Victory: Superman — survive until time runs out or zap Darkseid's launcher 8 times.

Darkseid — strike Superman 8 times.

Game concept: First Star Inc. Design and Commodore/Atari programming: Fernando Herrara and Jim Nangano. Spectrum/Amstrad versions programmed by Tag. Licensed in conjunction with International Computer Group.

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