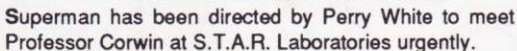


LOADING - Cass: Press CTRL key and small ENTER keys together.

CONTROLS: Joystick or Arrow Keys.

Each game has a bank of icons, use the Enter key to select an icon. Not all icons are available on each game. Over use of an icon or a direct hit by a Concussion Cannon can completely zap your energy levels. This will be replaced after a resting time during which time you may select another icon to continue your challenge.



Flying from Metropolis, Superman encounters Darkseid's evil Para-Demons born out of The Boom Tube. Superman must eliminate these Para-Demons using his Heat Vision and his Super Punch to enable him to continue his quest. On reaching the S.T.A.R. Laboratories, Superman meets the Professor who tells him uncharacteristic seismic activity has been monitored by his scientists. The Professor must board the Shuttle en route to the Star Lab Satellite where he must gather further valuable data on the natural disaster imperilling the Planet. Professor Corwin asks Superman to escort the Shuttle through the violent asteroid and Kryptonite storms which could riddle the space shuttle and possibly threaten the Professor's life unless Superman is able to protect the Shuttle on it's journey.

Kryptonite and Asteroids can both damage the Shuttle but only Kryptonite can hurt Superman.

Having reached the Star Lab Space Satellite, Superman must enter via the airlock and proceed to fly or run down the corridors to the Command Room. Once there, he must use his Heat Vision to melt the Defence Control Panel to halt the satellite's out of control Robot Defenders. The system recognises Superman but it incorrectly identifies him as an enemy intruder who must be stopped, by the numerous mutant robots. If Superman is zapped by the Robots he may be cast into a giant bubble that can only be removed by his Super Punch.

Once the Defence Control Panel has been destroyed and the Robots made harmless - Professor Corwin sets to work analysing his data to discover where the problem is emanating from. But as he starts, he sees out of a window a massive asteroid storm heading towards the satellite which has already been damaged from a previous storm. Superman must fly outside and protect the satellite from the storm whilst the Professor sets about fixing the Satellite's shields and collecting data.

Now that the Satellite has been made stable, Professor Corwin has been able to trace the geophysical disturbances to an unidentified Satellite Station that is sending out disruptive signals through the Com-Sat earth station receivers. The Professor gives Superman the co-ordinates of the malevolent Satellite and he must fly there and knock it off the air.

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After leaving the Satellite, Superman encounters a new storm of asteroids and Kryptonites interspersed with evil mutant Robots each firing different missiles, these Robots mutate from a large Mother Robot that also fires missiles, these being the most deadly heat seeking type. Once the Mother Robot has been defeated Superman is able to fly on to the 'Lexcorp' satellite station whilst still avoiding some small robots. Destroying the Satellite Station's external defences will allow Superman to proceed to his last quest of the day - The Destruction of the rebellious Lexcorp Robot commandos inside.

The Robots, now very annoyed after Superman's external attack of their defences, do their best to stop him flying down the central corridor to the Station's core where the geo-distrupor is located. The destruction of this is Superman's final battle for the day - everyone can now sleep easy as once again Superman saves the day.

At the end of the game the player will be judged by his final score as to how well he has performed.

You can practice or skip a level by pressing the No. 1 key once the game has loaded. This will then allow you to penetrate through the whole game but will not give you a final score at the end.

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