

# FANTASTIC



ACTIVISION®

**WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

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, including games played on the PlayStation 2 console, 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.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**USE OF UNAUTHORIZED PRODUCT:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

**HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

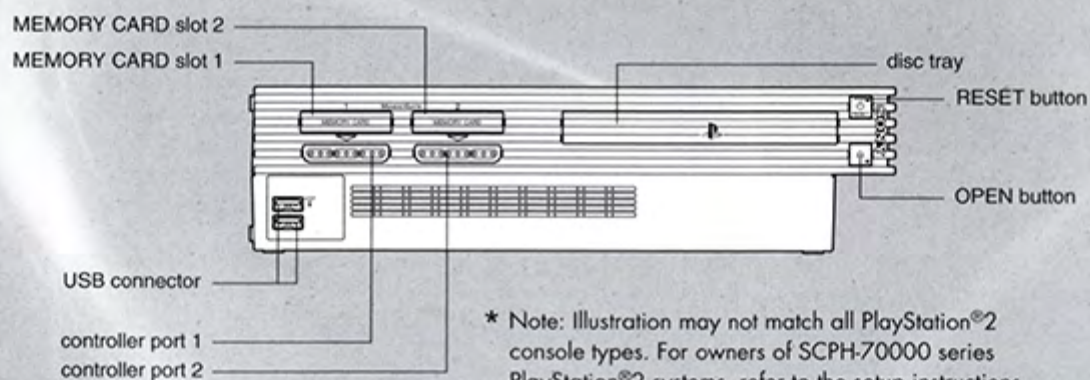
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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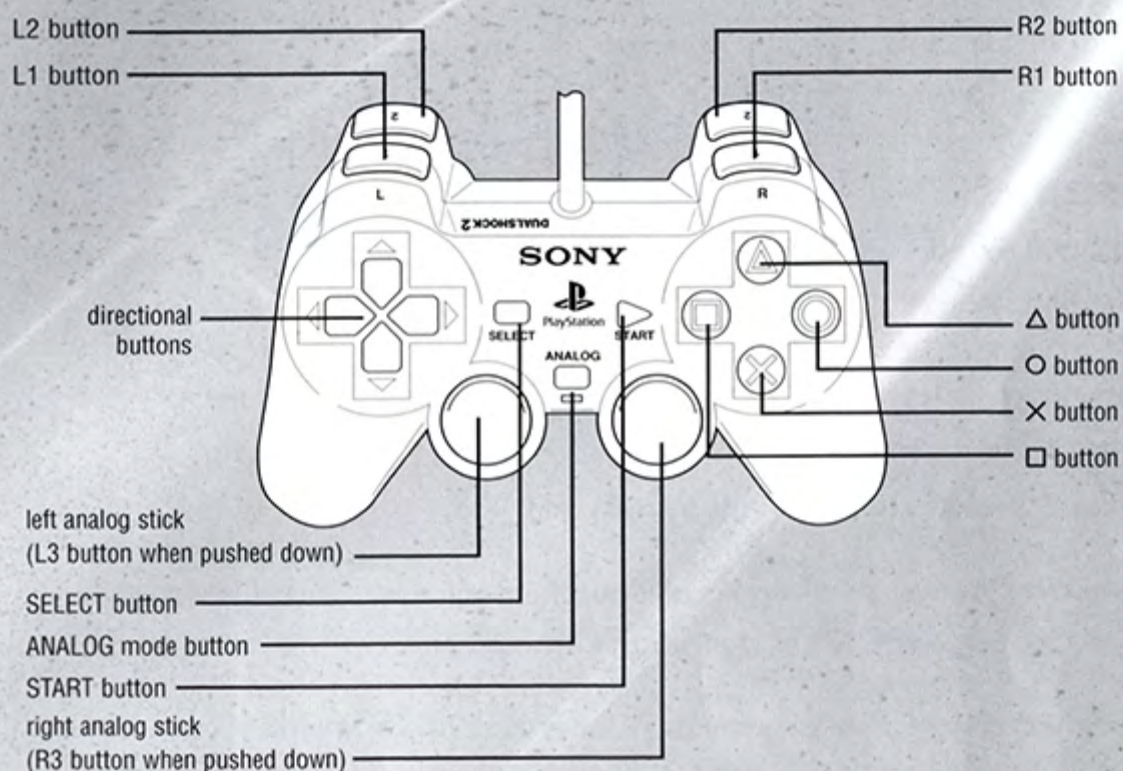
# GETTING STARTED



Set up your PlayStation<sup>®</sup>2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the **MAIN POWER** switch (located on the back of the console) is turned **ON**. Press the **RESET** button. When the power indicator lights up, press the **OPEN** button and the display will open. Place the *Fantastic 4*<sup>™</sup> disc on the disc tray with the label side facing up. Press the **OPEN** button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on playing the game.

# STARTING UP

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



To select menu options, use the **↑** and **↓** directional buttons to navigate. Highlight the desired option and press the **×** button to accept. To select a menu option, follow the on-screen button prompts and press the **×** button to accept and the **△** button to go back. *Fantastic 4* supports the DUALSHOCK®2 analog controller. When Analog Mode is on, the left analog stick works the same as the directional buttons.

# MAIN MENU

## New

To start a new game, click on **New**. Select your difficulty level: Easy, Medium or Hard. Then select Single or Coop play.

## Load

Click on **Load** to load a previously saved game.



## Arena Fight

Select **Arena Fight** in the Main Menu to access arena fights. Choose between two modes to start:

**Practice Room:** Play up to all four heroes and switch between them at any time. Practice your combos and cosmic attacks.

**Survival Mode:** Battle waves of enemies and maximize your score. In Coop, out-battle the other player for bonus points.

Additional arena environments, enemy sets and game modes are unlocked as you progress through the game and discover "F4 secrets."

## Bonus

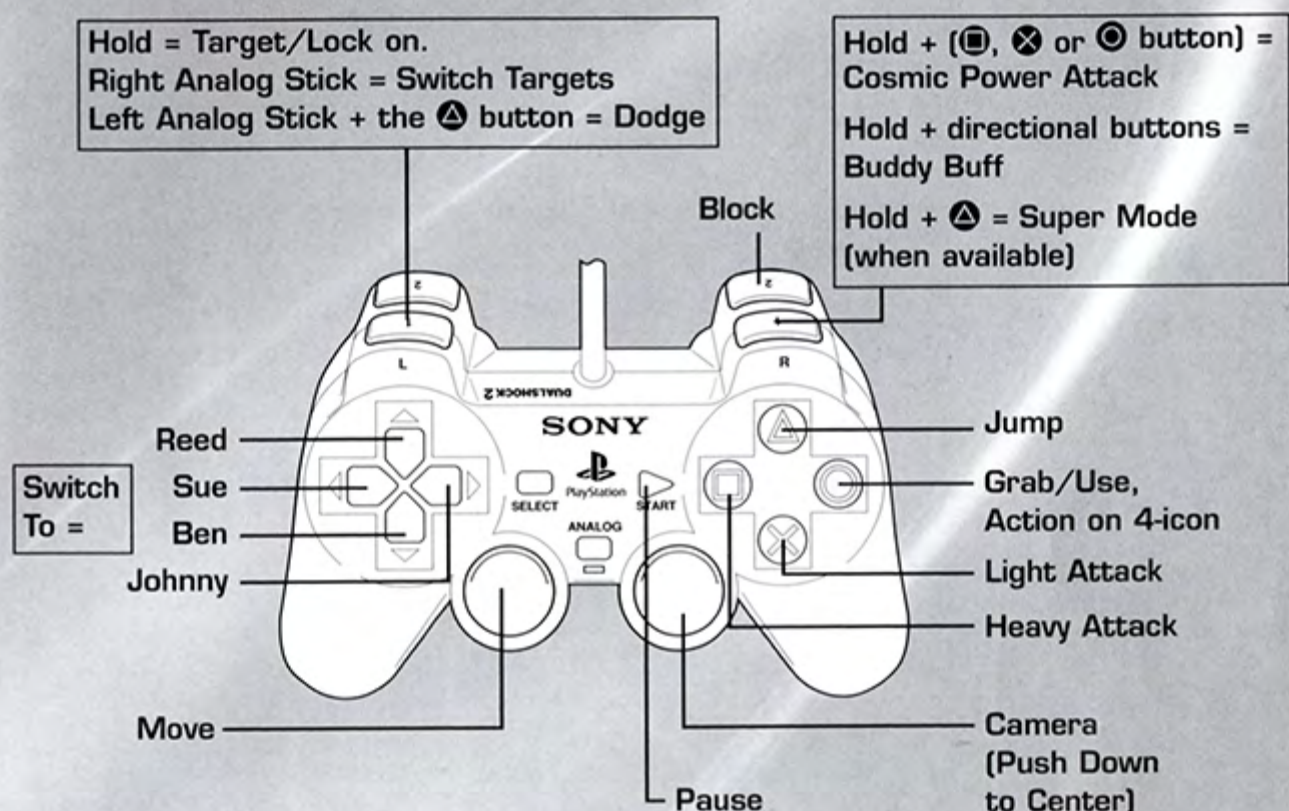
Select the **Bonus** button in the Main Menu to access bonus content (such as unlockable levels, movies and production art). Bonus items are purchased using points in the Upgrades screen.

## Options

Select the **Options** button in the Main Menu to change controller configuration, adjust music and sound effects and enable or disable controller vibration.



# DEFAULT GAME CONTROLS

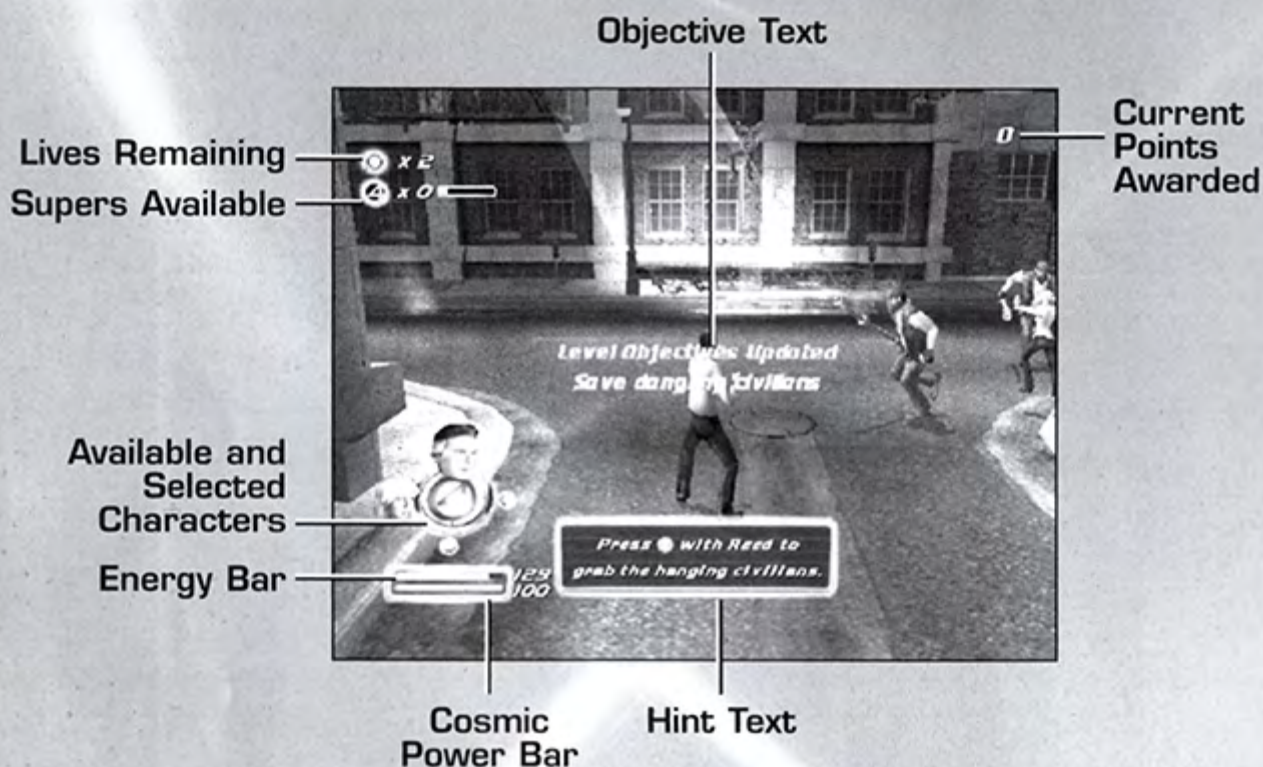


## Control Configuration

You can choose from three different controller configurations. First, select the **Options** button in the Main Menu, then highlight **Control**. Scroll left or right with the directional buttons to view controller configurations. To invert the camera in-game, select either **Invert X** or **Invert Y**.

# HUD

The Heads-Up-Display shows mission hints, lives remaining, supers available, the energy bar, the cosmic power bar and a display of currently available and selected characters.



# PAUSE MENU

Access the Pause Menu by pushing the **START** button while playing. You can upgrade your characters, restart the mission or quit to the Main Menu. You can also review mission objective status, bonus goals and recent in-game hint text.





## HOT SPOTS

Hot spots perform context-sensitive animations for special hero maneuvers. Look for the glowing "4" icon on the ground. Some hot spots are only accessible to certain characters and are indicated by color: blue for Reed, white for Sue, red for Johnny and yellow for Ben. To activate a hot spot, position yourself over the glowing "4" icon and press the **Action** button.



**Reed**  
(Blue)



**Sue**  
(White)



**Johnny**  
(Red)



**Ben**  
(Yellow)

## COMBAT

*Fantastic 4* is an action brawling game, so you need to master all aspects of combat to succeed. Try using different combinations of moves to finish enemies with special maneuvers.

**Character Switching**—You can switch to other hero characters any time they're available. If a hero character is available, his or her face appears on-screen in the HUD (Heads-Up-Display). Switch to a different hero by pressing the correct direction on the directional buttons.

**Combos**—Perform combos using sequential presses of the attack buttons. You'll unlock additional extended combos as you progress through the game. Specific combos are necessary to defeat the most challenging enemies.

**Grappling and Throwing**—Each character has different grappling abilities. Heroes can pick up enemies and objects (the Action button) as they fight their way through the levels, and then throw them for maximum damage! Explore the limits of each hero to find the enemies and objects that can be picked up. Grappling also initiates **Team Combos**.

**Cosmic Power**—Each character has different cosmic powers accessed by pressing the **Cosmic** button plus another button. Holding down the **Cosmic** button also gives you a speed and defense boost, but drains your cosmic power bar.

**Supers**—Each character has a super move accessed by pressing the **Cosmic** + **Jump** buttons. These super moves do major damage and become available as you successfully complete three and four-hit combos. The gold “4” icon in the upper left corner of the screen shows when you have supers available.

**Targeting**—Targeting is initiated by holding the **Target** button. A targeting reticule appears on the nearest enemy. Switch targets by pressing directions on the right analog stick. You can also strafe with the left analog stick and dodge with the left analog stick plus the **Jump** button. Targeting mode is especially good for throwing objects and enemies into other foes, using a hero’s long-range attack or homing in on a boss.

**Team Combos**—Characters can perform special maneuvers with each other for the ultimate finisher on an enemy. To perform a team combo, walk up to a hero that has grappled an enemy. (You can grapple an enemy with one hero, then switch to a second hero.) Face the grappling hero and press the **Grab** button to perform a team combo.

**Buddy Buffs**—Heroes can use their powers on each other to help in certain combat situations. Hold the **Cosmic** button plus a direction on the directional buttons. The character corresponding to the direction pressed receives the buddy buff. You can also call for a buff from your nearest teammate by pressing the direction corresponding to the current hero. Each hero has a different power (either offensive or defensive) they can help with. Practice to find out which ones work better in certain situations.

**Lives**—Each hero starts with three lives. The green dot in the upper left-hand corner of the screen shows the number of available lives you have. Earn extra lives by completing bonus tasks and/or collecting special power-ups.

# UPGRADES

You can upgrade hero moves whenever you have enough points available. Push the **START** button to access the Pause Menu, then scroll to the **Upgrade** button and hit the **X** button. The upgrade screen corresponding to the current character will be displayed. Use the points you've earned to upgrade to get new combat moves that inflict more damage with cool animations. Points collected in the game are pooled for the entire team. Certain upgrades are not available until enough points have been earned. You can also use the points you've earned to purchase bonus materials such as concept art, special interviews and other fun surprises.

## POWER-UPS AND OBJECTS

Various objects found throughout the game can be collected and used for different purposes.



**Health Power-Ups**—Green glowing orbs restore a portion of hero health.



**Cosmic Power-Ups**—Blue glowing orbs restore a portion of hero cosmic power.



**Super Power-Ups**—Gold glowing orbs restore a portion of hero super bar.



**Breakable Objects**—Almost every stationary object in the game can be picked up and thrown. Grab hold of lots of objects. You might be surprised by what you can use as a weapon!



**F4 Secret (Spinning "4" Icon)**—Grab this special collectable to unlock new arenas and other special bonus content.



**Super**—Spinning gold "4" icons give you a full Super in your Super Attack pool.



**Extra Life**—Spinning green "4" icons give you an extra life.

# CHARACTER INFO

## Fantastic 4



### ***Reed Richards™***

Infused with cosmic energy during an ill-fated space expedition, Reed Richards gained the power of extreme malleability, taking the title Mr. Fantastic.™ His natural leadership instincts and brilliant mind (arguably one of the planet's greatest) have helped the Fantastic 4 almost more than his superpowers. When necessary, Reed's abilities allow him to reshape his body's mass to an astonishing degree, and radically stretch his limbs.



### ***Sue Storm™***

The Invisible Woman™ is the emotional backbone of the team. Although she often takes a defensive role in combat, protecting teammates with her force shields, she's also a proven fighter. Affected by the same cosmic rays that changed her brother and friends, Sue gained the power to become invisible and create translucent, nearly impregnable force shields. With these shields, she can not only create tiny projectiles for long-range strikes, but also use them to levitate and propel objects around her.



### ***Johnny Storm™***

With the cosmic ray-induced ability to generate and control flame, Johnny Storm—the Human Torch™—is fiery in both appearance and persona. When “flamed on,” he can fly at high speeds and launch fireballs from his hands. The youngest member of the team, Johnny is quick to use brawn over brain, and often charges into situations without considering the consequences. Luckily, the Human Torch is a powerhouse and is devastating in long-range combat.



### ***Ben Grimm™***

With superhuman strength and a tough hide of rock, the Thing™ is the Fantastic 4's human tank. A talented pilot and astronaut, Ben Grimm was exposed to the same body-altering cosmic rays that changed his friends. As the Thing, Ben can lift extraordinary weights and withstand nearly any attack. This power comes at a price, however, because the

Thing is easily the slowest-moving member of the team. Even more difficult to surmount is the permanent and visible nature of his transformation. Still, Ben remains the kidder and can usually be found cracking jokes, even in the heat of battle—most often at the Human Torch's expense.

## Super Villains



### ***Victor Von Doom™ aka Dr. Doom™***

The fifth member of the team that went into space, Victor Von Doom's transformation came in the form of metal alloy skin and the ability to create and control electricity. Jealous of Reed's intellect and emotional connection with Sue, Victor Von Doom will stop at nothing to put an end to the Fantastic 4.



### ***Mole Man™***

At first glance, Mole Man doesn't look like much of a threat. His legions of underworld creatures, however, are prepared to do his bidding and constantly threaten the surface world.



### ***Diablo™***

Diablo—master of the alchemic arts—uses his potions to challenge nature and secure his domain in Tikal. He's able to create golems out of basic elements to do his bidding until they're destroyed or outlive their purpose. Powerful though they are, Diablo's potions are often flawed because of limited duration.



### ***Dragon Man™***

Currently imprisoned in the Vault, Dragon Man is a flying, fire-breathing menace. What he lacks in intelligence, he makes up for in raw power.



### ***Blastaar™***

Blastaar is originally from the anti-matter universe known as the Negative Zone. He came to Earth in hopes of conquering it, but ended up imprisoned in the Vault with other super villains. Both cunning and cruel, he's a formidable foe.



### ***Annihilus™***

Cosmic power harnessed by a control rod grants Annihilus super-human strength and extends his lifespan to near-immortality. With superior intelligence and a mastery of the alien technology that spawned him, Annihilus has dedicated his existence to conquering any being who threatens his insane quest for power.



### ***Puppetmaster™***

The Puppetmaster (aka Phillip Masters™) is a sculptor who years earlier discovered he could control others using objects sculpted from a mystical radioactive clay. He also happens to be the stepfather of Alicia Masters™, and has vowed to protect her from anyone or any *thing* that may pose a danger to her.

# CREDITS

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Written by Aixa Vilar,  
Betty Cisneros,  
Nicolette Vilar, Michelle Rangel  
Produced by Joe Sib,  
Bill Armstrong and Ted Hutt  
Engineered by Ted Hutt  
Mixed by Robert Carranza  
Recorded at Mad Dog Studios,  
Los Angeles, CA

### ***I'm On Fire***

Performed by the Explosion  
Courtesy of Tarantulas  
and Virgin Records  
Written by Matt Hock,  
Dave Walsh, Damian Genaurdi,  
Dan Colby, Sam Cave  
Published by EMI Music  
Publishing o/b/o BostonDaz  
Music, Contra Contra, Born In  
May, Party Animal Music  
Produced by  
Dave Prentice-Walsh  
Mixed & Engineered by  
Paul Q. Kolderie

***Clobberin' Time***

Performed by Jurassic 5  
Courtesy of Interscope Records

Produced by DJ-NuMark

Recorded at Log Cabin Studios

Mixed by Kent Hitchcock

and DJ-NuMark at

Log Cabin Studios

Lyrics written and performed

by Akil, Chali 2na, Marc 7,

Zaakir (Soup)

Published by Inshallah Music

(ASCAP), DJ Nu-Mark Music

(BMI), Manphibian Music

(ASCAP), Najla Music (ASCAP),

Macari & Me Music (ASCAP)

***Theme From  
"Fantastic Four"***

Written by John Ottman

Published by

Fox Film Music Corp. (BMI)

Courtesy of Twentieth Century

Fox Film Corporation

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