



SUPERMAN **SHADOW OF** **APOKOLIPS**



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.

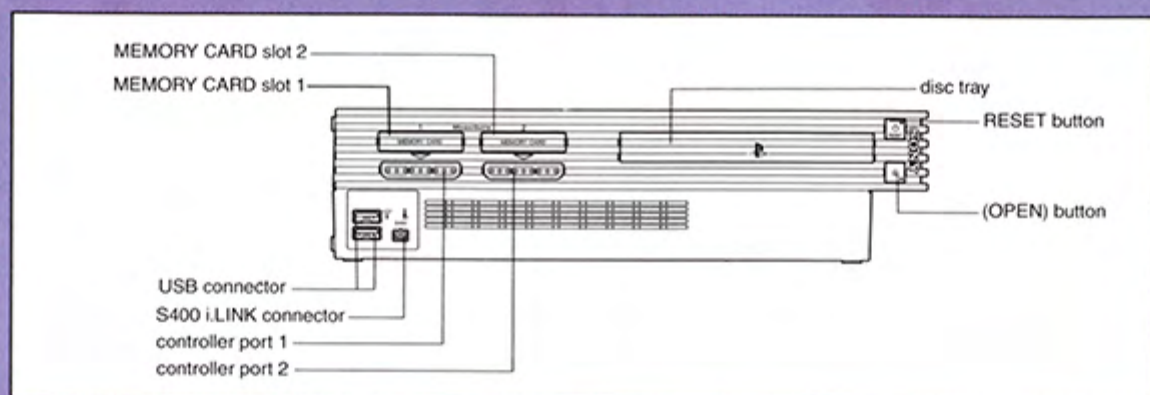


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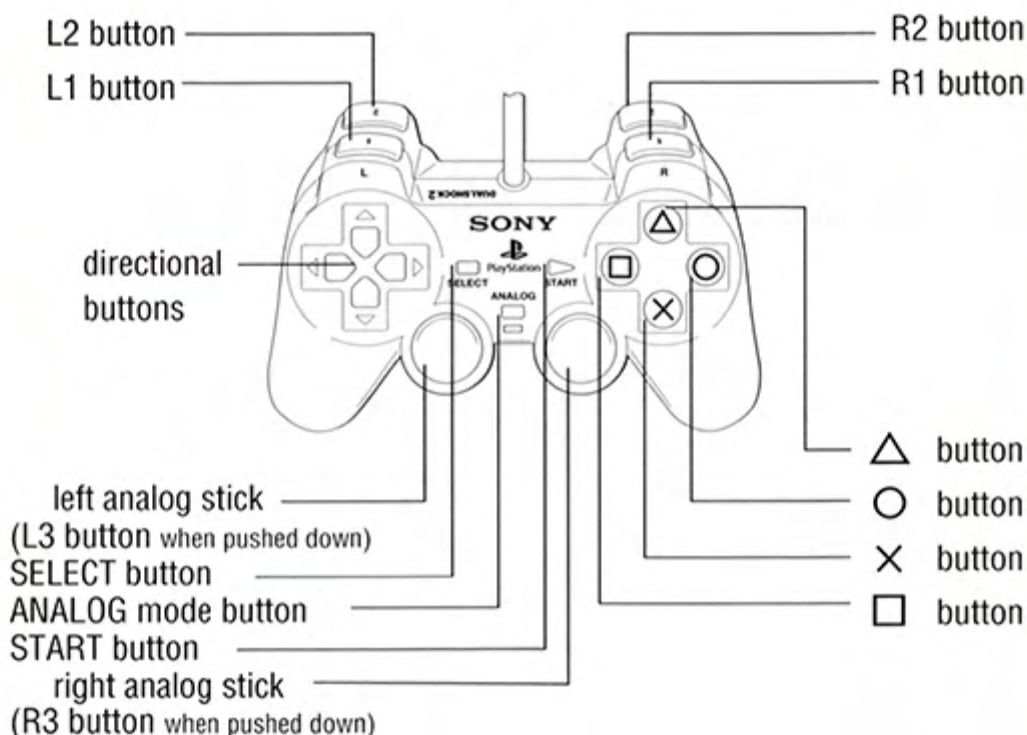
GETTING STARTED



Set up your PlayStation®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 disc tray will open. Place the *Superman™: Shadow of Apokolips* 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 using the software.

CONTROLS

DUALSHOCK®2 analog controller



MENU CONTROLS

Up and down directional buttons

× button

▲ button

Highlight Menu Item

Select / Accept

Cancel / Back

IN-GAME CONTROLS

Left analog stick

On Ground: Walk / Run / Turn

Flying: Climb / Dive / Bank

Directional buttons

On Ground: Walk / Run / Turn

Flying: Climb / Dive / Bank

Right analog stick

On Ground: Hover / Land / Strafe

Flying: Loop / Reverse / Roll

L1 button

Target Lock

L2 button

(Hold) Super Vision (First-Person View)

(Tap) Center Camera

R1 button

Target Lock

R2 button

Fly

× button

Punch / Lift / Throw

■ button

Speed Dodge

▲ button

Heat Vision

● button

Breath Blast

START

Pause / View Objectives

SELECT

Skip cut-scene

MAIN MENU

START NEW GAME

Press the **X** button to begin your career as a super hero. After an introductory movie, you find yourself alone atop the *Daily Planet* building. Time to save the world!

CONTINUE GAME

Choose this option to load a saved game. You must have a memory card with a saved game on it in MEMORY CARD slot 1.

LEVEL ATTACK

Here you can replay any level you have completed. To do this you must have a memory card with saved games on it in MEMORY CARD slot 1. First select a saved game; then select a level from that game. Upon completion of the level, you are returned to the Level Attack screen. Replaying levels will not affect the status of the saved game (either the game time or the number of failures).

OPTIONS

Select this to access the Options Menu. From there you can customize various game settings:

Sound Settings – Set volume levels for Sound FX, Music and Speech.

Screen Setting – Adjust the screen position.

Vibration – Toggle vibration ON or OFF.

Cheats – Enter cheat codes for the game.

Language – Set the language for the in-game text and speech.

Save Options – Save options to the memory card in MEMORY CARD slot 1.

Load Options – Load options from the memory card in MEMORY CARD slot 1. **Note:** Saved options found on a memory card are automatically loaded when the game boots.

SPECIAL FEATURES

As you progress through the game, you might find some interesting things in the Special Features Menu. Keep checking here for your rewards.



HOW TO PLAY

As the *Superman: Shadow of Apokolips* game progresses and the story unfolds, Superman must tackle a variety of situations, which come in the form of objectives. Sometimes there will be a number of objectives to deal with at once, other times completing one objective reveals a new one.

If you're unsure of what to do next, press **START** to see your current objectives. Pay close attention to any cut-scenes, which provide you with important clues to help you unravel the *Metropolis* mystery.

At all times, Superman must ensure the safety of the innocent. Whether this means rescuing people from danger or removing the source of danger, this is his clear priority at all times.

Superman will encounter much opposition at times. However, force is not always the best course of action. Superman's powers provide him with many options for dealing with disaster beyond brute force. Sometimes it's wiser to stop and think about how you could defuse the situation safely rather than rush headlong into a fight.

HOW TO FAIL

There are a number of ways that Superman can fail in his quest to protect Metropolis:

Health Reduced to Zero – Although Superman is extremely tough, he can come across some serious opposition. Attacks on Superman can eat away at his health — once the health indicator in the upper left corner is fully depleted, you fail. If Superman's health is getting low, it is often best to retreat and allow it to recharge.

Innocents Hurt – If at any point, bystanders come to harm when Superman could have prevented it, you fail. Superman must protect the innocent at all costs.

Failed Objective – Superman has clear objectives throughout the game. If you do not complete an objective, you will fail. Sometimes objectives may be time-based, and at other times they will be a test of Superman's strength.

If Superman encounters failure, the game restarts at your last success.

A WINDOW ON THE WORLD

Although you'll need to pay attention to the almost constant action you encounter in the game, it's also wise to keep an eye on the on-screen indicators.



Superman's Health – You may be the *Man of Steel*, but you're not invincible. This indicator shows Superman's current health level. When it's fully depleted, you fail and start over at your last success.

Super Power Energy – Using super powers requires energy (some require more than others), and this indicator shows just how much you've got left. Superman regains energy over time, but be careful not to completely deplete this energy reserve or you will be unable to use some super powers.

Targeting Sight – Superman is aware at all times of the world around him. The Targeting Sight shows what Superman is currently looking at (always the closest object or person). To keep Superman focused on a particular enemy, press and hold either the **L1** button or the **R1** button.

Super Hearing Sensor – Superman relies on his keen Super Hearing to scout his surroundings. The outer circle represents the range of his Super Hearing; the light-blue cone is the area in front of Superman, and the dots represent objects (enemies are red, objectives and civilians in distress are yellow). Objects above Superman are displayed with an arrow pointing toward the top of the screen. Objects below Superman are displayed with an arrow pointing down. Objects level with Superman are indicated by a circle.

MEANWHILE IN METROPOLIS...

The life of a super hero is no cakewalk — what with flying, fighting, running, rescuing, and, of course, using super powers. If getting accustomed to the controls seems difficult at first, don't worry — the early levels are designed to introduce you to the basics. Here are brief descriptions of Superman's abilities and powers:

Movement on Ground – Push the left analog stick up slightly to walk forward; push it all the way up to run; pull it down to turn around; push left and right to move in that direction. Push the right analog stick right and left to strafe sideways in either direction.

Hover – Push the right analog stick up to hover; pull it down to land; push it left and right to strafe sideways.

Fly – Hold down the **R2** button to fly; tap it twice to land. While flying, pull down the left analog stick to climb; push it up to dive; push it left and right to bank. Pull the right analog stick down to loop; push it up to reverse direction in air; push it left or right to roll.

Punch – Push the **✖** button when next to an enemy to throw a punch. You can chain punches together for stronger attacks. Push and hold the **✖** button when next to a stunned enemy to lift him up; push again to administer a crushing Power Punch.

Lift / Throw – Push and hold the **✖** button when next to an object or civilian to lift it up and carry it. Push and hold the **✖** button again to set it down.

Superman can use certain objects during combat with which to hit enemies. Pay close attention to your surroundings! To swing an object at an enemy, get close to the enemy and press the **✖** button with the object in Superman's hand.

Target the enemy and tap the **✖** button twice to throw the object at it. **Note:** There are some things — like civilians — that Superman will not throw!

Target – Push and hold either the **L1** button or the **R1** button to lock on to the nearest target; release it to switch back to Auto Target mode.

SUPER POWERS

Breath Blast – Tap the **●** button for a quick, cold blast of Super Breath. Hold to blow continuously (use the left analog stick to aim while blowing).

Heat Vision – Hold the **▲** button for continuous Heat Vision; double-tap it for a powerful Heat Blast.

Speed Dodge – While moving, press the **■** button to dodge with blurring speed.

Super Hearing – Superman's Super Hearing ability is represented by a radar-like display in the bottom left corner of the screen. Use your Super Hearing ability to locate objectives, respond to cries for help, and track down enemies. See "Super Hearing Sensor" on page 6 for more details.

Super Vision – You can gain precise control over Superman's highly sensitive eyesight by shifting into First-Person View (hold down the **L2** button). In this mode you are able to look up, down and around, and peer far into the distance.

Use the left analog stick to look around and use the right analog stick to zoom in and out. To switch out of Super Vision mode, release the **L2** button. **Note:** You cannot fight or move while you are using Super Vision, but you can use your Heat Ray on distant targets, as well as peer through objects using X-Ray Vision.

X-Ray Vision – While in First-Person View, press the **●** button to see through certain objects. **Note:** X-Ray Vision is useless on anything lined with lead.

Super Power Moves – Superman also has a number of special Super Power Moves available, which you activate by pressing and holding down the **■** button and the **✕** button simultaneously. Depending on what you are doing, Superman will perform a different move:

On the Ground – Superman goes into a Super Spin. While spinning, you can use the left analog stick to move Superman into enemies and objects to knock them away.

Hovering – Superman suddenly and forcefully drops to the ground. Enemies and objects close to the impact point are damaged by a Shock Wave.

Flying – Superman performs a fast-moving Missile Attack. Use this to bash into a targeted enemy or object at super-speed, or just fly around freely really fast.

TEST OF STRENGTH

Occasionally, Superman will come across a challenge that will test even his mighty strength. In these situations you will have to help him overcome the challenge at hand. When a Test of Strength occurs, you will need to rapidly press the **✕** button to help Superman complete the challenge.



SAVING AND LOADING

At the end of each level, you are given the opportunity to save your game. You must have a memory card (8MB) (for PlayStation® 2) in MEMORY CARD slot 1 to save a game. To save, choose a game slot from the Save screen and press the **X** button. Choose an empty game slot or overwrite an existing game (if you do this, the game previously saved in that game slot will be lost).

Your position in the game is indicated in the saved game slot, including the level, the total amount of game time and how many times Superman has failed in that game. After saving, you can continue to the next level or quit the game in progress.

To load a saved game, choose Continue Game from the Main Menu. **Note:** You must have a memory card with saved games on it in MEMORY CARD slot 1.



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- Demos
- Interviews
- Competitions
- Community
- And much more

We are constantly updating our web sites, so stop by and visit us frequently. With events and new additions planned, you won't want to miss out.

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Up-to-the-minute technical information about Infogrames, Inc. products is generally available 24 hours a day, 7 days a week via the Internet at:

<http://www.ina-support.com>

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **Hints/Cheat Codes** if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

Help Via Telephone/Fax or Mail in the United States & Canada

For phone assistance, call Infogrames, Inc. **Tech Support** at **(425) 951-7106**. Our **Interactive Voice Response** and **Faxback** system is generally available 24/7, providing automated support and allowing FAQ documents to be faxed to you immediately.

This console-based product has automated support which includes information such as gameplay tips, information on Control Keys, possible Cheat Code combination keys, and instructions for finding secret screens and/or additional game levels (if these type of items exist and are made available for this particular product).

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Tech Support #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Tech Support #** is located in several places (on the CD label, package and/or plastic disc case) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Tech Support #. (For example, Tech Support # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Tech Support # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

You may also fax in your Technical Support questions or problems to: **(425) 806-0480**, or write to the address below.

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Infogrames, Inc.
Attn: TS/CS Dept.
13110 NE 177th Place
Suite # B101, Box 180
Woodinville, WA 98072-9965
RMA #:

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If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), Infogrames, Inc. will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging. If you do not have the original receipt, or if the warranty period has expired, Infogrames, Inc. will replace the product storage medium for a nominal fee.



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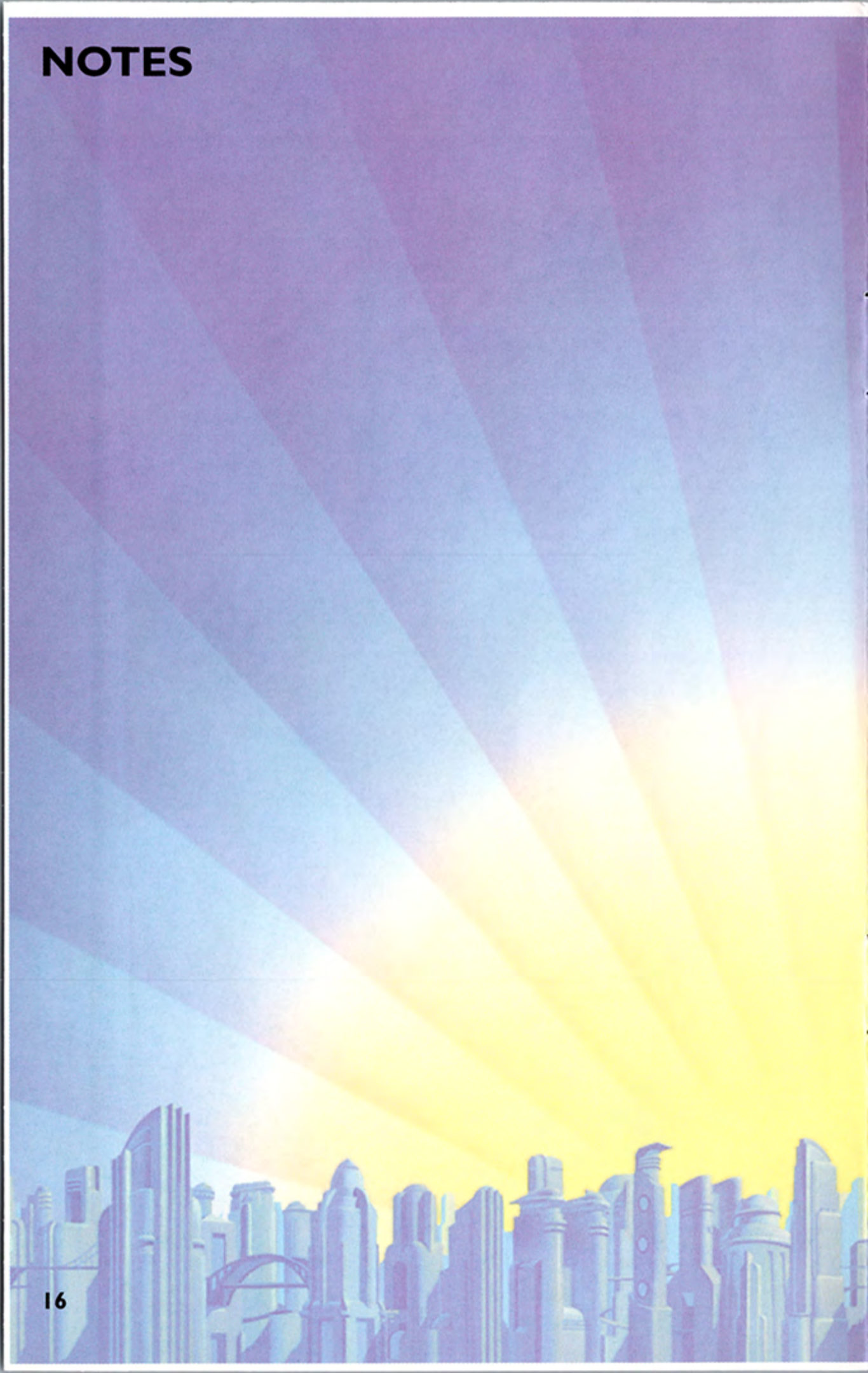
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NOTES



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