

JUSTICE LEAGUE

TASK FORCE

INSTRUCTION
BOOKLET



AKkaim
entertainment, inc.

SUPER NINTENDO
ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

Thank You

...for purchasing Acclaim's **Justice League Task Force** Game Pak. Please read this instruction booklet carefully before starting to play the game. In doing so, you will be able to play the game better and enjoy it even more! Remember to keep this booklet in a safe place.

Manual Design: Beeline Group, Inc.



LICENSED BY



NINTENDO, SUPER NINTENDO
ENTERTAINMENT SYSTEM
AND THE OFFICIAL SEALS ARE
REGISTERED TRADEMARKS OF
NINTENDO OF AMERICA INC.
© 1991 NINTENDO OF AMERICA INC.

THIS OFFICIAL SEAL IS YOUR
ASSURANCE THAT NINTENDO HAS
APPROVED THE QUALITY OF THIS
PRODUCT. ALWAYS LOOK FOR THIS
SEAL WHEN BUYING GAMES AND
ACCESSORIES TO ENSURE
COMPLETE COMPATIBILITY. ALL
NINTENDO PRODUCTS ARE
LICENSED BY SALE FOR USE
ONLY WITH OTHER AUTHORIZED
PRODUCTS BEARING THE OFFICIAL
NINTENDO SEAL OF QUALITY.



CONTENTS



A Face-off With Justice?	3
Getting Started	5
Controls	6
Game Features	7
Character Selection	9
Game Play Screen	10
Justice League Task Force Profiles	11
Superman	11
Batman	13
Wonder Woman	15
The Flash	17
Aquaman	19
Green Arrow	21
Villain Profiles	23
Cheetah	23
Despero	25
Darkseid	27
Grab Attacks	29
Limited Warranty	30





A FACE-OFF WITH JUSTICE



The evil alien emperor **DARKSEID** has attacked Earth! His wicked plan to rule the universe hinges on enslaving the Earth and using it as a base from which to conquer. But first he must destroy the **JUSTICE LEAGUE**! His diabolical scheme pits the Justice League super heroes against one another.

Can **SUPERMAN** best **BATMAN**? Will **WONDER WOMAN** triumph over **GREEN ARROW**? Must they fight amongst themselves as the world races towards destruction? The truth is sinister indeed. As you battle a host of villains and super heroes, you may learn the dark answer. You must defeat every member of the Justice League before you take on the embodiment of ultimate evil, Darkseid! Along the way you'll encounter his vile helpers, **DESPERO** and **CHEETAH**. Remember, the fate of the world rests with you. Your toughest opponent may turn out to be — yourself!!





★ GETTING STARTED ★

LOADING:

1. Make sure the power switch is OFF.
2. Insert the **Justice League Task Force** Game Pak as described in your SUPER NINTENDO ENTERTAINMENT SYSTEM® instruction manual.
3. Turn the power switch ON.

When the **Justice League Task Force** title screen appears, press the START BUTTON. You will then see the following game options: Story, Battle, Vs. and Options. Press UP or DOWN on the CONTROL PAD to move the cursor to the desired play mode/option. Press the START BUTTON to begin a one player game or go into VS Mode for a 2 player game. The various modes and options are explained on page 7.





CONTROLS



Default Controls



Other Moves:

Special Moves – See each character profile for a description.

Grab Attack – Push into enemies then press the medium or strong punch or kick buttons.

Jump Back – Tap the Control Pad twice in the opposite direction your character is facing.

Run – Tap the Control Pad twice in the direction your character is facing.

Characters can also punch or kick when ducking or jumping.





GAME FEATURES



Justice League Task Force can be played in 3 different game modes. Whatever mode you play in, the action is divided into rounds. To claim victory, you must defeat your opponent twice.

GAME MODES

Story Mode

Story Mode is for 1 player only and follows the storyline of the game. You can choose to play as any hero, but once you've chosen a hero you must play as that character for the length of the game.

Battle Mode

Battle Mode is for 1 or 2 players and allows you to play as any hero or as a villain! Instead of following the order of the story, the computer pits you against randomly chosen opponents.

Versus Mode

Versus Mode lets you and a friend battle against each other as any hero or villain—even as the same one! If you both choose the same character, they will appear with different color schemes to help you tell them apart. Player 1's character appears on the left of the screen, Player 2's on the right. In Versus Mode, both players can select how powerful their character is, allowing for either a fair match-up or a one-sided beating. The level of power is displayed by the number of jewel buttons present below the player icons (P1 and P2), with one representing the weakest power level and five the strongest. Press LEFT or RIGHT on the CONTROL PAD to set the desired power level.

Between rounds, you can select the location you wish to battle in by highlighting the level select and pressing LEFT or RIGHT on the CONTROL PAD to scroll through to the desired location. Press the START BUTTON to begin fighting in that location.



Once a player has defeated his opponent twice, a results screen will appear, showing each player's record. Records appear as the number of Wins, Losses and Draws.

OPTIONS

You may choose from 3 play options. To set a given option, press UP or DOWN on the CONTROL PAD to highlight it. When you are satisfied with your settings, press the START BUTTON to return to the title screen and begin game play.

Difficulty:

The level of play difficulty is displayed by the number of jewel buttons present, with one representing the easiest skill level and five the hardest. Press LEFT or RIGHT on the CONTROL PAD to set the desired difficulty level.

Time Limit:

Press LEFT or RIGHT on the CONTROL PAD to turn the timer for rounds ON or OFF. When playing a timed round, you have 99 seconds to score a victory. If no player has defeated the other in the allotted time, the victory goes to the player with the most energy remaining. When the Timer is OFF, a round continues indefinitely until one player defeats another.

Button Configuration

You may change which buttons control which movements on your controller by highlighting this option and pressing UP or DOWN on the CONTROL PAD to move the cursor next to the desired move. Then press the button you wish to correspond to that move. Continue until your controller is configured to your liking.

CONTINUING

If you've been defeated, a screen appears asking if you wish to continue playing. You have 9 seconds to decide. To Continue, press the START BUTTON before the timer has counted down. Otherwise the Game Over screen will appear, ending the current game session.





CHARACTER SELECTION



Select which character you wish to play as by using the CONTROL PAD to move the cursor to the desired hero's symbol or villain's portrait. Note that in Story mode, you may only select from **Justice League Task Force** characters. In all other modes, you may play as any hero or villain. Press any button to begin play.

★ GAME PLAY SCREEN ★



Each of the nine characters have their own unique grab attacks. To perform these, walk towards your opponent closely and press the MEDIUM or STRONG PUNCH or KICK buttons. Try each one – they are lethal!



JUSTICE LEAGUE TASK FORCE PROFILES



True Identity: – CLARK KENT

Height: – 6' 3"

Weight: – 225 lbs.

Powers/Skills: Super strength, flying ability, heat vision, freeze breath.

Bio: Clark Kent is a reporter for *The Daily Planet*, a major metropolitan newspaper. In reality, he is a super being from the planet **KRYPTON**. As **SUPERMAN**, he is dedicated to upholding "TRUTH, JUSTICE, AND THE AMERICAN WAY."

Superman's Special Moves



Heat Vision – Press Down on the CONTROL PAD. Then, roll your thumb in the direction Superman is facing and press any PUNCH button.



Hover – Press Down on the CONTROL PAD. Then, roll your thumb in the opposite direction Superman is facing and press any KICK button. While hovering, press any PUNCH button to perform a dive attack.



Forward Flying Thrust Punch – Press the CONTROL PAD in the opposite direction Superman is facing. Then, roll your thumb down and towards the direction Superman is facing and press any KICK button.



Freeze Breath – Press the CONTROL PAD towards the direction Superman is facing, then roll your thumb down and in the opposite direction Superman is facing and press any PUNCH button.



SUPERMAN





HERO PROFILE



True Identity: – BRUCE WAYNE

Height: – 6' 2"

Weight: – 210 lbs.

Powers/Skills: A master of martial arts, an impeccable detective and an inventor of specialized weaponry.

Bio: The "DARK KNIGHT" has dedicated his life to fighting crime in **GOTHAM CITY**. From his secret **BATCAVE** hidden beneath his stately mansion (**WAYNE MANOR**), **BATMAN** uses his virtually unlimited resources to solve some of Gotham City's worst cases.

Batman's Special Moves



BATARANG Throw – Press Down on the CONTROL PAD, then roll your thumb in the direction Batman is facing and press any PUNCH button.



Glide Kick – Press Down on the CONTROL PAD, then roll your thumb in the opposite direction Batman is facing and press any KICK button.



Spinning Slide Kick – Press the CONTROL PAD in the opposite direction Batman is facing, then roll your thumb down and towards the direction Batman is facing and press any KICK button.



Smoke Bomb Drop Kick – Press the CONTROL PAD towards the direction Batman is facing, then roll your thumb down and in the opposite direction Batman is facing and press any KICK button.



BATMAN





HERO PROFILE



True Identity: – PRINCESS DIANA

Height: – 5' 11"

Weight: – 135 lbs.

Powers/Skills: Super human strength and speed, flying ability, hand-to-hand combat training and a "magical" lasso.

Bio: **WONDER WOMAN** is an Amazon warrior princess, and an Amazonian ambassador to "Man's World". Wonder Woman preaches the power of peace and other Olympian virtues, never fighting without provocation.

Wonder Woman's Special Moves



Hover – Press Down on the CONTROL PAD, then roll your thumb in the opposite direction Wonder Woman is facing and press any KICK button. While hovering, press any KICK button to perform a dive attack.



Wrist Guard Reflect – Press Down on the CONTROL PAD, then roll your thumb in the opposite direction Wonder Woman is facing and press any PUNCH button.



Magic Lasso – Press Down on the CONTROL PAD, then roll your thumb in the direction Wonder Woman is facing and press any PUNCH button.



Springing Flip Kick – Press Down on the CONTROL PAD, then roll your thumb in the direction Wonder Woman is facing and press any KICK button.



WONDER WOMAN





HERO PROFILE



True Identity: – WALLY WEST

Height: – 6' 0"

Weight: – 175 lbs.

Powers/Skills: Super human speed which allows him to manipulate time and physics to confound his opponents.

Bio: Born Wally West, as a teenager **THE FLASH** gained super speed in a freak accident while visiting his idol, the original Flash. He took over as The Flash when his idol died. He uses his power to run circles around some of the world's most notorious criminals.

The Flash's Special Moves



Tornado Blast – Press Down on the CONTROL PAD then roll your thumb in the direction The Flash is facing and press any PUNCH Button.



Dashing Uppercut – Press the CONTROL PAD in the direction The Flash is facing, then press down and roll your thumb in the direction The Flash is facing and press any PUNCH button.



Quick Dash – Press the CONTROL PAD towards the direction The Flash is facing, then roll your thumb down and in the opposite direction The Flash is facing and press any KICK button.

Speed Punches – Quickly press any PUNCH button continuously.



THE FLASH





HERO PROFILE



True Identity: – ARTHUR CURRY

Height: – 6'1"

Weight: – 325 lbs.

Powers/Skills: Super human speed on land or sea and the ability to use water as a fearsome weapon.

Bio: Born in the undersea world of **ATLANTIS**, **AQUAMAN** was adopted by a lighthouse keeper and later became a founding member of the **JUSTICE LEAGUE**. His life's work is keeping the oceans free of villains.

Aquaman's Special Moves



Water Blast – Press Down on the CONTROL PAD, then roll your thumb in the direction Aquaman is facing and press any PUNCH button.



Spinning Uppercut Punch – Press the CONTROL PAD in the opposite direction Aquaman is facing. Then, roll your thumb down and towards the direction Aquaman is facing and press any PUNCH button.



Jump Leaping Slam Punch – Press the CONTROL PAD in the direction Aquaman is facing, then roll your thumb down and in the opposite direction Aquaman is facing and press any PUNCH button.



Slide Kick – Press the CONTROL PAD in the opposite direction Aquaman is facing, then roll your thumb down and towards the direction Aquaman is facing and press any KICK button.



AQUAMAN





HERO PROFILE



True Identity: – OLIVER QUEEN

Height: – 5' 11"

Weight: – 178 lbs.

Powers/Skills: The world's greatest archer and a fearsome hand-to-hand combatant, **GREEN ARROW** has mastered every way in which an arrow can be used.

Bio: Oliver Queen began life as a pampered millionaire, but eventually chose a career in crimefighting, becoming Green Arrow. Green Arrow lives in Seattle, Washington, where he defends the weak and oppressed.

Green Arrow's Special Moves



Flame Arrow – Press Down on the CONTROL PAD, then roll your thumb in the direction Green Arrow is facing and press any PUNCH button.



Jumping Arrow – Press Down on the CONTROL PAD, then roll your thumb in the opposite direction Green Arrow is facing and press any PUNCH button.



Ice Arrow – Press Down on the CONTROL PAD, then roll your thumb in the direction Green Arrow is facing and press any KICK button



Jumping Diagonal Down Arrow – Press Down on the CONTROL PAD, then roll your thumb in the opposite direction Green Arrow is facing and press any KICK button.



GREEN ARROW





VILLAIN PROFILE



True Identity: – BARBARA ANN MINERVA

Height: – 5' 9"

Weight: – 120 lbs.

Powers/Skills: Super human strength and agility, razor sharp claws.

Bio: Barbara Ann Minerva was once an important though ruthless archeologist and treasure hunter. On an African expedition, she drank a potion that transformed her into the **CHEETAH**. It's necessary for her to hunt down victims to maintain her power. She and **WONDER WOMAN** are well acquainted foes.

Cheetah's Special Moves



Jumping Claw Uppercut – Press the CONTROL PAD in the direction Cheetah is facing, then press down and roll your thumb in the direction Cheetah is facing and press any PUNCH button.



Gliding Claw Slash – Press the CONTROL PAD in the opposite direction Cheetah is facing, then roll your thumb down and towards the direction Cheetah is facing and press any KICK button.



Rolling Claw Slash – Press Down on the CONTROL PAD, then roll your thumb in the opposite direction Cheetah is facing and press any PUNCH button.



CHEETAH





VILLAIN PROFILE



True Identity: – None

Height: – 8' 5"

Weight: – 450 lbs.

Powers/Skills: Super brute strength, psycho-kinetic powers, blasts from mutant third eye.

Bio: A frequent opponent of the **JUSTICE LEAGUE**, **DESPERO** the Conqueror is the last of a race of telepaths. He was once the iron-handed ruler of the planet **KALANOR**, a planet all but destroyed by nuclear wars. He is a savage opponent!

Despero's Special Moves



Eye Blast – Press Down on the CONTROL PAD, then roll your thumb in the direction Despero is facing and press any PUNCH button.



Leaping Kick – Press Down on the CONTROL PAD, then roll your thumb in the opposite direction Despero is facing and press any KICK button.



Leaping Head Fin Thrust – Press the CONTROL PAD in the direction Despero is facing, then press down and roll your thumb in the direction Despero is facing and press any PUNCH button.



DESPERO





VILLAIN PROFILE



True Identity: – NONE

Height: – 7' 6"

Weight: – 515 lbs.

Powers/Skills: Super strength, a burning stare and the ability to teleport.

Bio: This deadly character betrayed his uncle, banished his own wife and son and murdered his mother in order to rule his home planet of **APOKOLIPS**! A complex and cunning villain, **DARKSEID** has been known to spare vanquished foes who have fought well. But don't count on it!

Darkseid's Special Moves



Eye Blast – Press Down on the CONTROL PAD, then roll your thumb in the direction Darkseid is facing and press any PUNCH button.



Sliding Backhand Punch – Press the CONTROL PAD in the opposite direction Darkseid is facing, then roll your thumb down and towards the direction Darkseid is facing and press any PUNCH button.



Jumping Head Stomp – Press the CONTROL PAD in the opposite direction Darkseid is facing, then roll your thumb down and towards the direction Darkseid is facing and press any KICK button.



Leaping Knee Kick – Press the CONTROL PAD in the direction Darkseid is facing then press down and roll your thumb in the direction Darkseid is facing and press any KICK button.



DARKSEID





GRAB ATTACKS



Each of the nine characters have their own unique grab attacks. To perform these, walk towards your opponent closely and press the MEDIUM or STRONG PUNCH or KICK buttons. Try each one – they are lethal!



LIMITED WARRANTY



ACCLAIM ENTERTAINMENT, INC. LIMITED WARRANTY

ACCLAIM ENTERTAINMENT, INC. (ACCLAIM) warrants to the original purchaser only of this ACCLAIM software product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This ACCLAIM software program is sold "as is," without express or implied warranty of any kind, and ACCLAIM is not liable for any losses or damages of any kind resulting from use of this program. ACCLAIM agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any ACCLAIM software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the game pak, free of charge to the original purchaser (except for the cost of returning the game pak) is the full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the ACCLAIM software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACCLAIM. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ACCLAIM BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ACCLAIM SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

Repairs/Service after Expiration of Warranty- If your game pak requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

ACCLAIM Hotline/Consumer Service Dept.

**Marketed by Acclaim Entertainment, Inc. Distributed by Acclaim Distribution, Inc.
One Acclaim Plaza, Glen Cove, New York 11542-2708**

TM Sun Corporation of America. © 1995, Sun Corporation of America. All Rights Reserved.

*DC Bullet Logo, Justice League and all related characters and elements are the property of DC COMICS TM & © 1994. All Rights Reserved. Developed by Blizzard. Acclaim is a division and registered trademark of Acclaim Entertainment, Inc. © 1995 Acclaim Entertainment, Inc. All Rights Reserved.

BATMAN and all related elements are property of DC Comics TM and © 1995. All rights reserved.



F O R E V E R

COMING SEPTEMBER

SUPER NINTENDO
ENTERTAINMENT SYSTEM

GAME BOY

Acclaim
entertainment, inc.

Contact the ESRB at 1-800-771-3772 for more information on game ratings.

Marketed by Acclaim. Distributed by Acclaim Distribution, Inc., One Acclaim Plaza, Glen Cove, NY 11542-2708. PRINTED IN USA