SUPERMAN*

ATARI® GAME PROGRAM™ INSTRUCTIONS



COMPLETE
GAME PLAY
INSTRUCTIONS

ONE OR TWO-PLAYER
GAMES

* Indicates Trademark of DC Comics Inc. © 1979

NOTE: Always turn the console **POWER** switch **OFF** when inserting or removing an ATARI® Game Program™ cartridge. This will protect the electronic components and prolong the life of your ATARI Video Computer System™ game.

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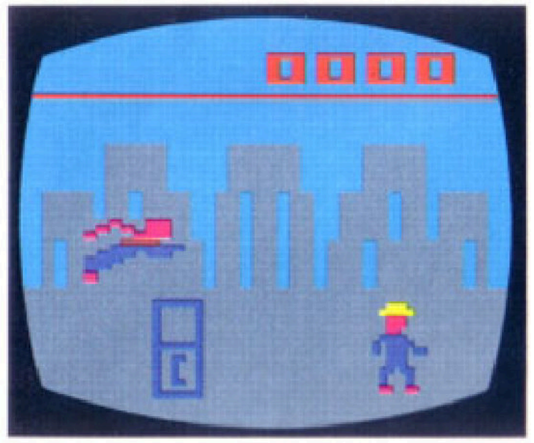
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1. INTRODUCTION

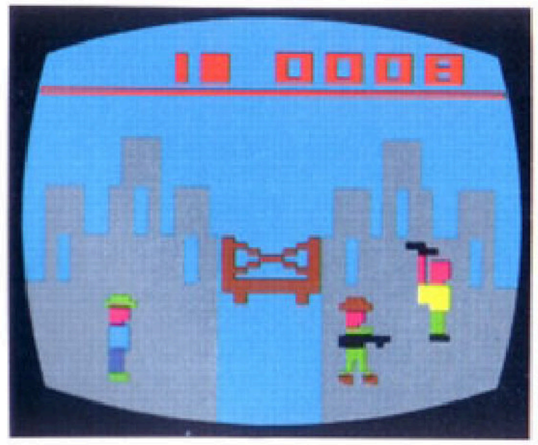


ATARI® GAME PROGRAM™ INSTRUCTIONS

You are SUPERMAN*. Receiving a tip on a bomb scare, you rush to the METROPOLIS* waterfront. Dropping into a nearby phone booth, you change into CLARK KENT*, mild-mannered reporter for the DAILY PLANET*, and continue east (right) toward the METROPOLIS Memorial Bridge.



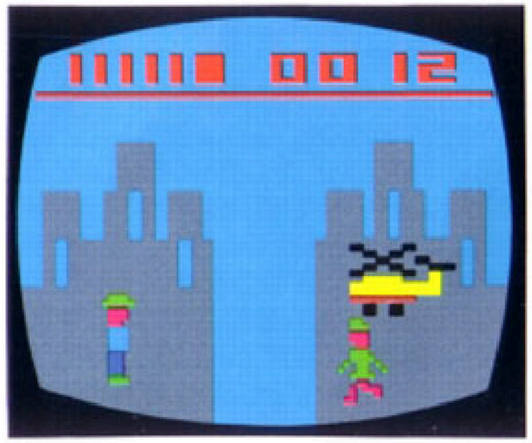
As you approach the Bridge, it explodes! LEX LUTHOR*, arch enemy of SUPERMAN, is seen leaving in a heli-pack. Some of the LEX LUTHOR henchmen rush from the scene. A helicopter flies by carrying LOIS LANE*. Is she in trouble, or has she hired the helicopter to scoop the story? Another crook sneaks away.



This is a job for SUPERMAN! You rush back to the phone booth and emerge as the MAN OF STEEL*.

"UP, UP AND AWAY"* you fly to capture LEX LUTHOR and his gang. But beware! LEX LUTHOR has released three KRYPTONITE* satellites that will seek you out. If any touch you, you become weak. You will lose your ability to fly, and to capture and hold on to things. Only by touching LOIS LANE can you be revived.

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The destroyed METROPOLIS Memorial Bridge is important to the economy of the city. Besides catching LEX LUTHOR and his gang, you must find the three pieces of the Bridge and rebuild it.

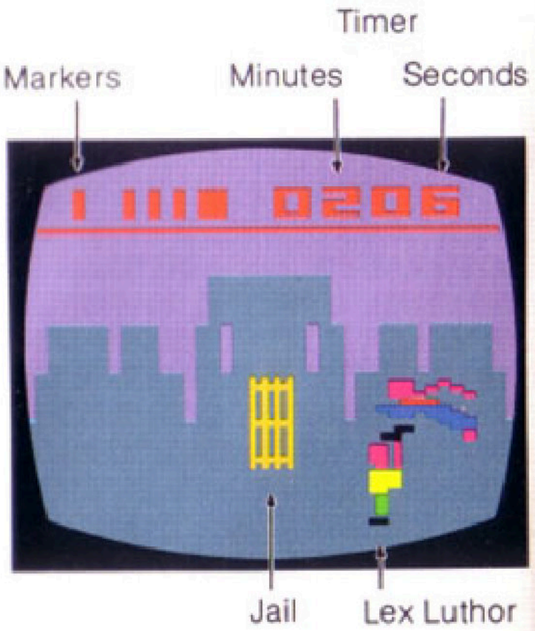
The helicopter may try to help, but more than likely it will be a hindrance... sometimes even removing parts of the Bridge that you have put into place. Other times it is a definite ally by snatching away the KRYPTONITE satellite that LEX LUTHOR may be hiding behind.

After putting LEX LUTHOR and his gang behind bars, and rebuilding the Bridge, you return to the phone booth and change back to CLARK KENT. Then you catch a subway to the DAILY PLANET and turn in your story.

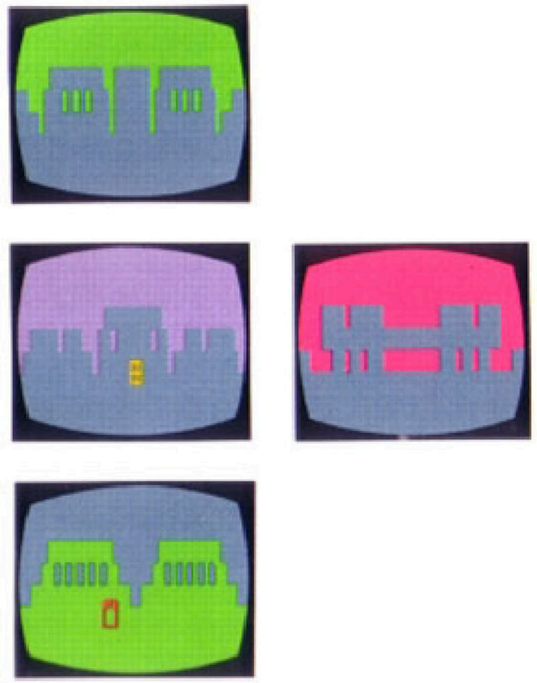
2. GAME PLAY

The object of this game is to put all the crooks behind bars, rebuild the Bridge, change back into CLARK KENT and go to the DAILY PLANET in the shortest amount of time.

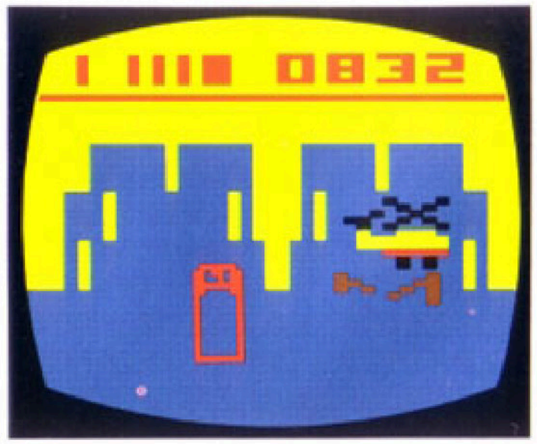
There are six markers at the top of the playfield; the largest represents LEX LUTHOR, the others represent his henchmen. As each crook is put into Jail, one of these markers will disappear.



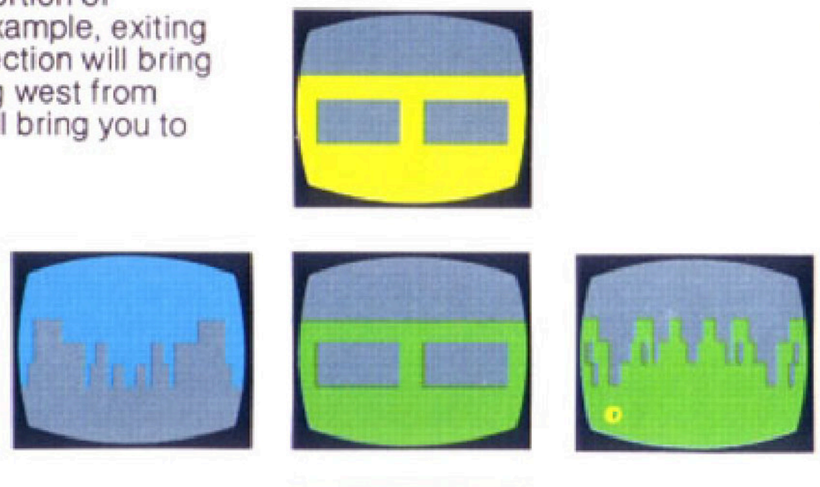
Each "frame" denotes a city block of METROPOLIS. They are connected at each of the four adjoining sides. You can pass through all the city blocks of METROPOLIS by flying either east (right) or west (left). Flying north (up) or south (down) continually will miss the phone booth and the Bridge.



You can enter the METROPOLIS Subway System through the "doorway" of any of the four Subway Stations. Once inside, to stay within the Subway System, you must move upward (north), as each of the four different colored areas are connected at the top.

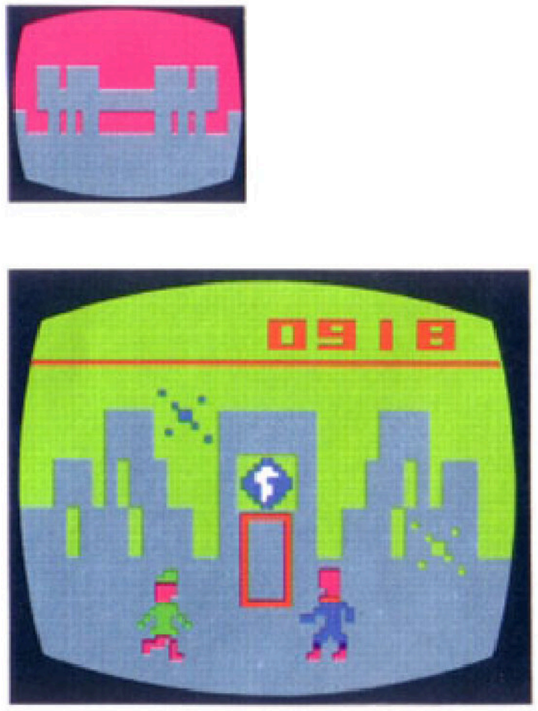


To exit into the city from the Subway System, move east (right), west (left), or south (down). Each of the four different colored areas will exit into a different portion of METROPOLIS. For example, exiting west from the pink section will bring you to the Jail; exiting west from the yellow section will bring you to the DAILY PLANET.

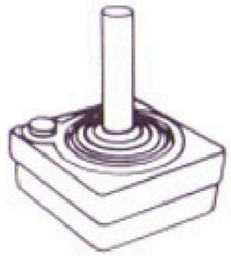


There is a room inside the DAILY PLANET that is entered by passing through the "doorway" of the building. Once inside, you must go through the Subway System before you can exit into the city.

If you bring LOIS LANE into the DAILY PLANET, she will tend to stay there. But... if the helicopter goes by outside the building, she will come out to see what is going on and wander off.



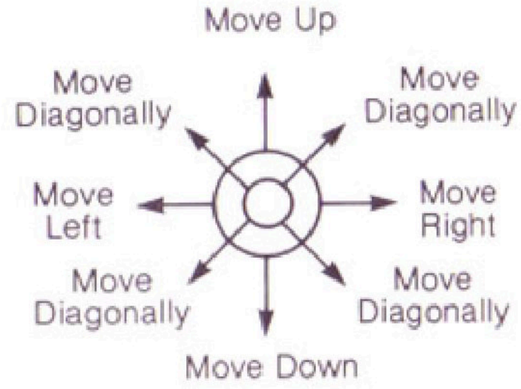
3. USING THE CONTROLLERS



Use your Joystick Controllers with this ATARI Game Program™ cartridge. Be sure the Joystick Controller cables are firmly plugged into the **CONTROLLER** jacks at the back of your ATARI Video Computer System™ game. For one-player games, use the Joystick Controller plugged into the **LEFT CONTROLLER** jack. Hold the Joystick with the red button to your upper left, toward the television screen.

See Section 3 of your owner's manual for further details.

If you are above or below "street level", you can fly in any direction by moving your Joystick as shown in the diagram. If you have been "zapped" by a KRYPTONITE satellite or are in your guise as CLARK KENT, you can only walk to the right or left, unless you are in the Subway System or inside the DAILY PLANET. Then you can walk in any direction.



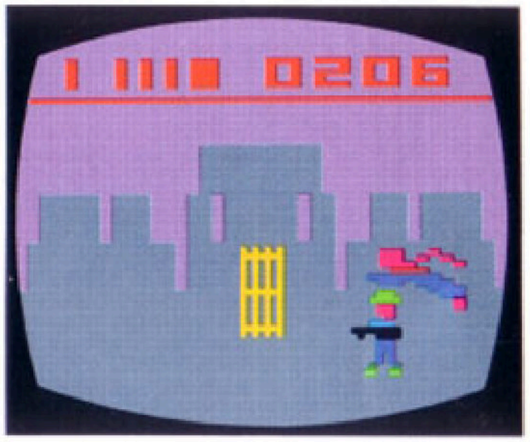
To land, return the Joystick to the center or "neutral" position. If you are above "street level" you will float down to "street level", where you can walk. If you are below "street level", you will float down to the city block below.

To capture a crook, or to carry LOIS LANE or pieces of the Bridge, you must touch them while flying. To release them, land by returning the Joystick to neutral.

To rebuild the METROPOLIS Memorial Bridge, all three pieces must be between the two buildings. As the third piece of the Bridge touches the other two, the Bridge will be complete.

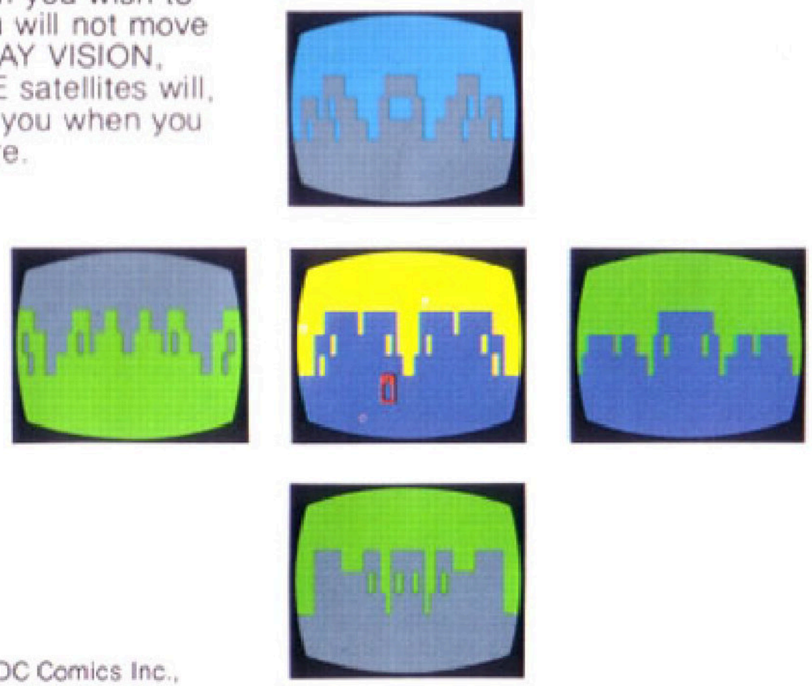
To put LEX LUTHOR or one of his henchmen in Jail, fly through the bars of the Jail while carrying the crook. When you do this, the crook's "marker" at the top of the playfield will disappear.

If you land while carrying a crook, he will try to escape.



X-RAY VISION*

X-RAY VISION enables you to see into any of the four adjoining frames. Press the red controller button and move the Joystick in the direction in which you wish to see. Be careful! You will not move while using your X-RAY VISION, but the KRYPTONITE satellites will, and they can "zap" you when you are looking elsewhere.



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Note: The SUPERMAN Game Program can be played by one or two people. As a two-player game, teamwork is required between the players for SUPERMAN to avoid the KRYPTONITE satellites and to capture LEX LUTHOR and his gang. The player using the left Joystick Controller will have priority over the left and right movement of SUPERMAN, while the player using the right controller will have priority over up and down movement of SUPERMAN.

4. CONSOLE CONTROLS

There is a timer at the top of the playfield that is incremented in minutes and seconds. It starts when you move the Joystick after pressing either **GAME RESET** or **GAME SELECT**, and stops when CLARK KENT enters the DAILY PLANET.

DIFFICULTY SWITCHES

The **RIGHT DIFFICULTY** switch controls the speed of LEX LUTHOR and his gang and the speed of the KRYPTONITE satellites. When the switch is in the **A** position, the KRYPTONITE satellites will go after you twice as fast as they will when the switch is in the **B** position. The crooks will also run from you twice as fast.

When the **LEFT DIFFICULTY** switch is in the **B** position, LOIS LANE will appear whenever you are "zapped" by a KRYPTONITE satellite. When it is in the **A** position, you must find LOIS LANE before you can get "revived".

GAME SELECT

After starting the game, you can stop it by pressing the **GAME SELECT** switch. To resume play and restart the time, push the Joystick in any direction.

TV TYPE SWITCH

Set this switch to **COLOR** if you have a color television set. Set it to **B-W** if you are playing the game in black and white.

GAME PROGRAM™ CARTRIDGE
LIMITED NINETY DAY WARRANTY

ATARI, INC. ("Atari") warrants to the original consumer purchaser that your ATARI® Game Program cartridge is free from any defects in material or workmanship for a period of ninety days from the date of purchase. If any such defect is discovered within the warranty period, Atari's sole obligation will be to replace the cartridge free of charge on receipt of the cartridge (charges prepaid, if mailed or shipped) with proof of date of purchase at either the retail store where the cartridge was purchased or at one of the ATARI Regional Service Centers listed below:

Atari, Inc.
1312 Crossman Ave.
Sunnyvale, CA 94086

Atari, Inc.
5400 Newport Dr.
Suite 1
Rolling Meadows, IL 60008

Atari, Inc.
43 Belmont Dr.
Somerset, NJ 08873

Atari, Inc.
2109 East Division St.
Arlington, TX 76001

This warranty shall not apply if the cartridge (i) has been misused or shows signs of excessive wear; (ii) has been damaged by being used with any products not supplied by ATARI, or (iii) has been damaged by being serviced or modified by anyone other than an ATARI Regional Service Center.

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