



**SUNSOFT**™

250 Asahi, Kochino-cho, Konan City Aichi Pref., 483 JAPAN



**Marubeni  
Sanki Corp**

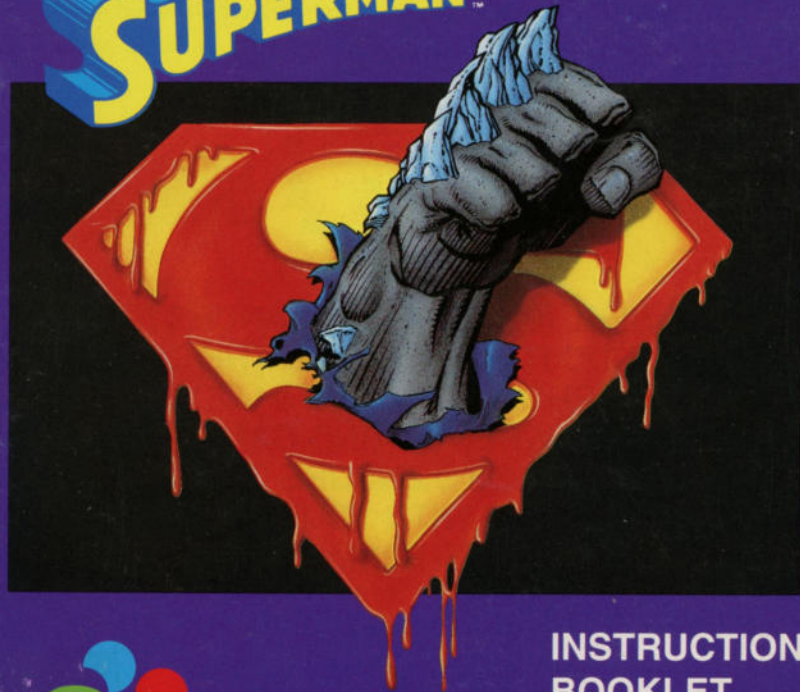
A SUBSIDIARY OF MARUBENI CORPORATION, JAPAN

120, MOORGATE  
LONDON EC2M 6SS

Sunsoft™ is a trademark of Sun Corporation. © 1994 Sun Corporation.  
All Rights Reserved. Superman and all related characters and elements  
are the property of DC Comics™ & ©1994. All Rights Reserved.

PRINTED IN JAPAN

THE DEATH AND RETURN OF  
**SUPERMAN**™



**INSTRUCTION  
BOOKLET**



**SUPER NINTENDO**™  
ENTERTAINMENT SYSTEM  
**PAL VERSION**

**SUNSOFT**™

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY.



THIS 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 WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM.

INSTRUCTION  
BOOKLET

LICENSED BY



NINTENDO®, SUPER NINTENDO ENTERTAINMENT SYSTEM™, THE NINTENDO PRODUCT SEALS AND OTHER MARKS DESIGNATED AS "TM" ARE TRADEMARKS OF NINTENDO.

**SUNSOFT™**

250 Asahi, Kochino-cho, Konan City,  
Aichi Pref., 483 JAPAN

## Thank You...

For purchasing the Sunsoft **THE DEATH AND RETURN OF SUPER-MAN™** 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 manual in a safe place.

## Contents

Game Story .....	2
How to Start the Game .....	3
How to Use the Controller .....	4
The Reign of the Supermen .....	5
Game Play Screen .....	6
Helpful Items .....	6
Character Profiles .....	7-9
Flying Ability .....	10
Flying Sequences .....	11
Grab Attacks .....	12



## GAME STORY

"The evil **Doomsday** is destroying the city of **Metropolis** and the only person who can stop him is **Superman!** The story you've read about in DC comic books is recreated in **The Death and Return of Superman**. In the battle to defeat Doomsday, Superman fought to his death - a death that shocked the world. While Metropolis undergoes reconstruction, four men appear, each claiming to be Superman. These men are **The Cyborg, The Eradicator, The Man of Steel** and **Superboy**. All four **Supermen** battle the mutants and villains that continue to terrorize Metropolis. Which of these four Supermen is the one true Superman? The fate of each character is in your hands!



## HOW TO START THE GAME

Insert **The Death and Return of Superman** Game Pak then turn the system ON. At the title screen select the Options screen or Start to watch the legendary story unfold.

In the Options screen you can listen to sound effects, change from stereo to mono sound, and change the controller configuration. Select Exit to leave the Options screen and begin the game.



## HOW TO USE THE CONTROLLER

**Control Pad** — Move character in the direction pressed

**A Button** — Super Weapon

**B Button** — Jump; Press twice to Fly; Press B again to Land

**X Button** — Special Attack

**Y Button** — Punch

Pick up or throw objects that can be thrown

Perform grab attack while holding enemy

Fire weapon in flying sequences

**Start** — Begin and Pause game

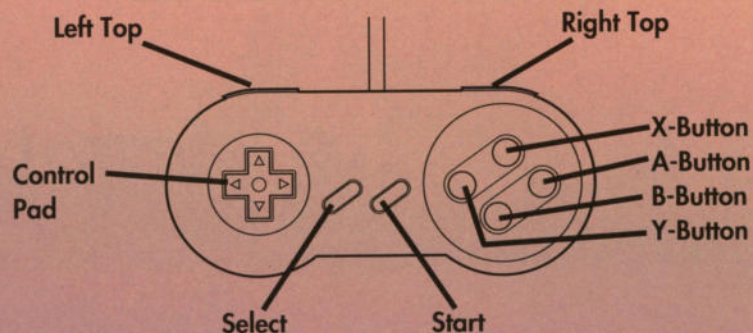
**Select** — Not used

**Top Left/Right** — Move in/out of screen while hovering

**B Button then Y Button** — Jumping Attack

To grab enemies, walk into them. While holding them, you can perform a different grab attack by pressing a direction then the Y Button.

To pick up objects, stand over the object and press Y. Press Y again to throw the object.



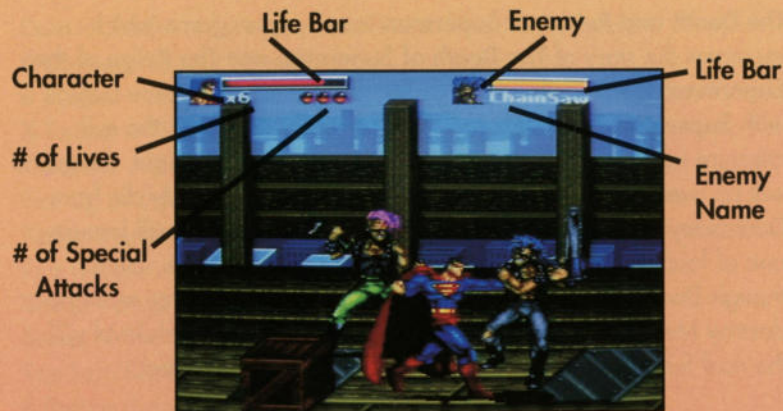
## "THE REIGN OF THE SUPERMEN"™

**The Death and Return of Superman** is a 1-player game which recreates the story of **The Death of Superman** and **The Reign of the Supermen**. The story line unfolds between levels. The game begins with **Superman's** search for and battle with **Doomsday**, the evil creature terrorizing **Metropolis**. If Superman loses the fight, the game will be over. If Superman wins the fight, he will ultimately die from Doomsday's final and lethal blow. The following levels will feature one of four characters claiming to be the real Superman. Even though Doomsday has been defeated, there is still a force trying to destroy Metropolis. Only by successfully completing each level will the real Superman be revealed and the saboteur defeated.

Each game begins with 5 lives. The **Supermen's** energy is displayed in the life bar at the top of the screen. Each time a character takes a hit, the life bar diminishes. If the life bar is completely depleted, the character loses a life. Items can be picked up throughout the game to refill the life bar, add an extra life, or add an extra special attack. When all lives are lost, the game will be over. But never fear, there is a continue option. Select the continue option if you want to try again to finish the game and discover the true identity of Superman.



## GAME SCREEN



## HELPFUL ITEMS

1UP

1-ups — extra life



Red Shield —  
add one Special Attack



Light Blue Shield —  
refill life bar 1/4



Dark Blue Shield —  
refill life bar 1/2

## CHARACTER PROFILES

All characters can jump, fly, punch and throw characters left, right and into the background. Each also has a diving/jumping attack and can fight while flying. When using the grab attack, each character will do different things to the enemy depending on the direction pressed. There is a limited inventory of Special Attacks which can be added to by picking up a red Superman shield located in each level. The Super Weapon is used primarily to stun enemies, therefore, it doesn't inflict much damage. Though while stunned, enemies are helpless. Use this to your advantage to pick up the enemy and perform a grab attack. The Super Weapon, like the Special Attack, is unique to each of the Supermen. Press **X** for a Special Attack and **A** for a Super Weapon.

### **SUPERMAN™**

The greatest hero of all time guards **Metropolis** and the world against all evil forces.

**Super Weapon**  
Heat Vision

**Special Attack**  
Earthquake Punch



## THE ERADICATOR™

Regenerated within the **Fortress of Solitude**, **The Eradicator** has all the memories of **Superman** yet is strangely cold. Is he Superman reborn?

**Super Weapon**  
Energy Blasts

**Special Attack**  
Hover Blast



## SUPERBOY™

Created within the genetic tubes of the **Cadmus Project**, **Superboy** claims to be the teenage clone of Superman.

**Super Weapon**  
Energy Blasts

**Special Attack**  
Telekinesis Blast

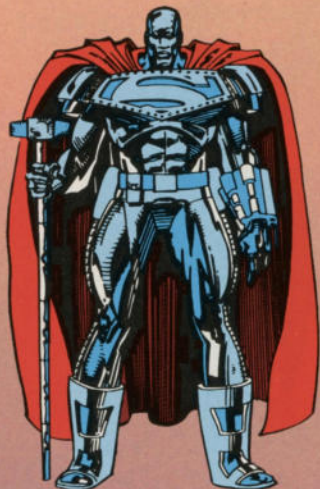


## THE MAN OF STEEL™

A.K.A. **John Henry Irons**, former special weapons expert, **The Man of Steel** has pledged his life to carrying on Superman's legacy of justice.

**Super Weapon**  
Rivet Bullets

**Special Attack**  
Sledgehammer Drive



## THE CYBORG™

Half man, half machine, **The Cyborg's** organic parts match Superman's DNA identically while his metallic parts appear **Kryptonian** in origin.

**Super Weapon**  
Gun Arm

**Special Attack**  
Bomb



## FLYING ABILITY

Each of the **Supermen** has the ability to fly at any given time during a fighting sequence. They must use this ability to reach high areas, get over gaps and traps, and battle with enemies that fly.

To fly, simply press the jump button twice in a row. The character you're playing will lift off the ground and hover in mid-air. At this point don't press the jump button unless you want to land. While hovering, any direction pressed on the control pad will make the character fly in that direction. While flying you can have your character punch and use their Super Weapon. To drop down out of flight press the jump button. You can also land your characters by just bringing them down to the ground.



While hovering, you can move your character in and out the screen. This maneuver is useful when you want to avoid enemy attacks while flying, obtain floating helpful items, and to drop down to the ground at a position you desire. To perform this ability your character must be flying or hovering, then press the top right button to move your character into the back of the screen. Press the top left button to bring your character back to the front of the screen.

## FLYING SEQUENCES

In certain levels of the game, the character will be flying forward automatically at intense speeds. These are the flying sequence levels. The object in these sequences is to dodge all enemy attacks and fire back at the enemy.



## GRAB ATTACKS

Grab attacks are some of the most useful and lethal attacks in the game. They are fairly simple to perform as well. Walk into an enemy and your character will automatically pick up the enemy. While holding onto the enemy press up, down, left or right direction on the control pad and then press the punch button. Depending on which of the Supermen you are playing, they will perform their own unique grab attack to the enemy. Up direction on the control pad and the punch button always throws the enemy into the background no matter which character you are playing. Throwing enemies into the background will smash the background structures. You can sometimes uncover helpful items when you smash background structures.



## 90-DAY LIMITED WARRANTY SUPER NINTENDO ENTERTAINMENT SYSTEM GAME PAK

MARUBENI SANKI CORPORATION (\*MARUBENI\*) warrants to original consumer purchaser that this SUPER NINTENDO ENTERTAINMENT SYSTEM Game Pak (\*Game Pak\*) shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during 90-day limited warranty period, MARUBENI will repair or replace the defective Game Pak, at its option, free of charge.

To receive this warranty service, contact either your Game Pak dealer or return the product, postage prepaid and insured for loss or damage, together with your sales slip or similar proof of purchase to:

### MARUBENI SANKI CORPORATION

120 Moorgate  
London EC2M 6SS

Be sure to include your name, address and phone number, plus a brief description of the fault. Game Paks returned without proof of the date of purchase or after the 90-day warranty period, will at MARUBENI's option, be repaired or replaced at the service charge then in effect for out-of-warranty repair. (Repair done after acceptance of the quotation.) Payments must be made by cheque or money order, payable to MARUBENI.

This warranty shall not apply if the Game Pak has been damaged by negligence, accident, unreasonable use, modification, tempering or by other causes unrelated to defective materials or workmanship.

This warranty does not interfere with your statutory rights.