



NTSC U/C

MARVEL  
COMICS

# Fantastic Four™



PlayStation™

KIDS TO ADULTS



CONTENT RATED BY  
ESRB

SLUS-00395  
#21147

Acclaim®

## **WARNING: READ BEFORE USING YOUR PlayStation™ GAME CONSOLE.**

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 game 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™ game 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.

## **HANDLING YOUR PlayStation™ DISC:**

- This compact disc is intended for use only with the PlayStation™ game console.
- 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.

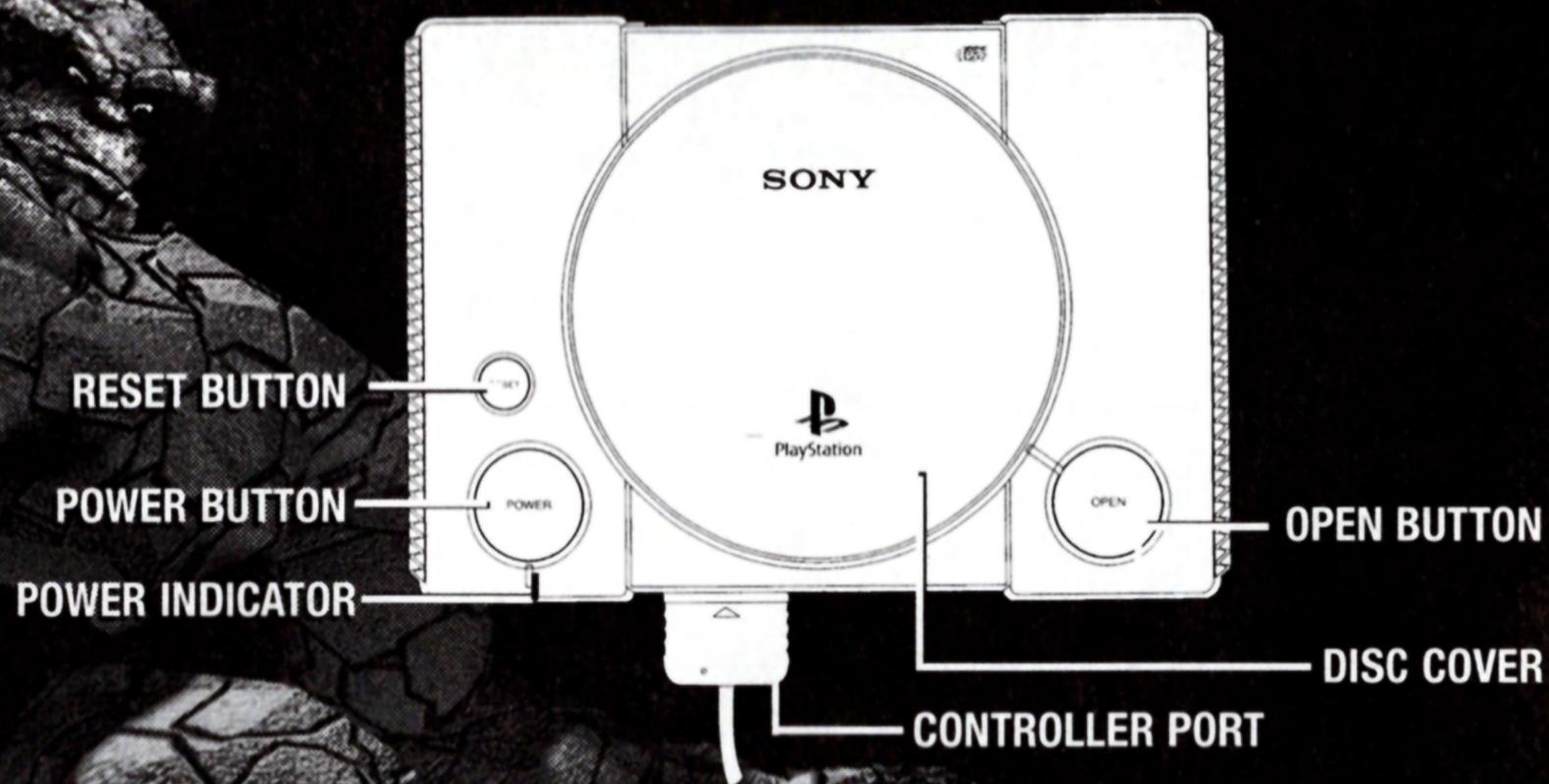
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1. Set up your PlayStation™ game console according to the instructions in its instruction manual.
2. Make sure the power is OFF before inserting or removing a compact disc. Insert the Fantastic Four disc and close the disc cover.
3. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.

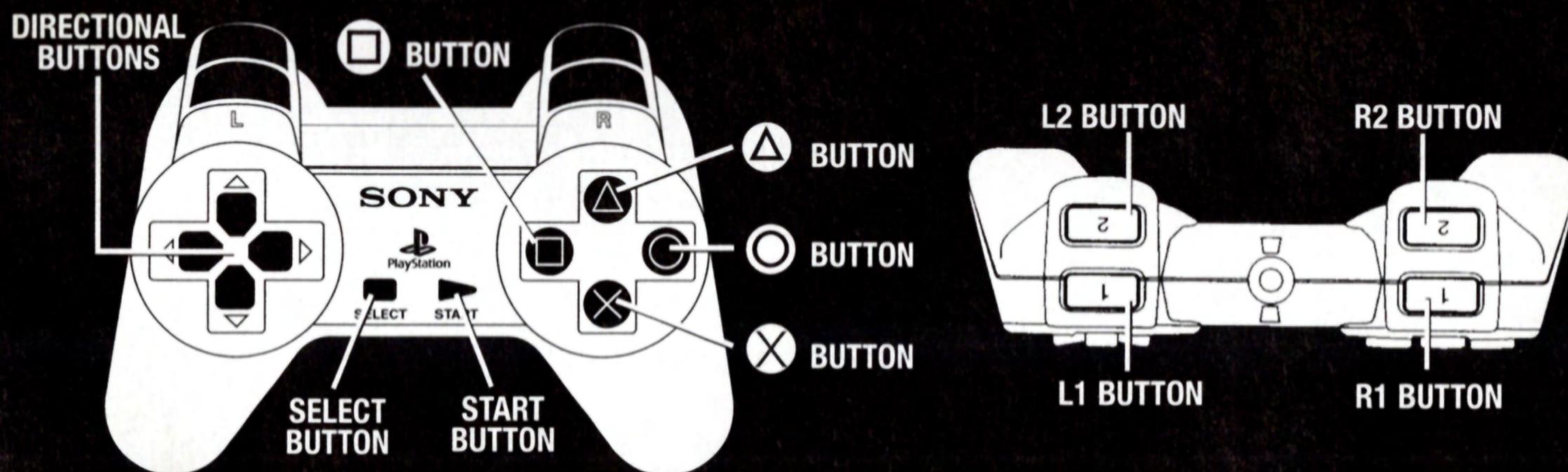
**Note:** *Fantastic Four is for up to 4 players (Multi-Tap, sold separately, required for more than two players). When using a Multi-Tap, at least one controller must be connected to controller port A.*



## Introduction

The dean of destruction, Dr. Doom has finally come up with the master scheme which will cap his crime career and give him the vast power he craves. As always, his evil ambitions are as cunning as they are deadly. This time, Dr. Doom plans to destroy his hated adversaries, the Fantastic Four, and at the same time construct a time machine which will make him the master of all worlds -- in any time or alternate universe!

Can the Fantastic Four thwart him? It doesn't look good! Because Dr. Doom has connived to enlist the Fantastic Four in his scheme: all of them are unwittingly helping him find the rare components which are scattered throughout history! They'll either perish in the attempt, or succeed, giving Dr. Doom the ultimate power -- to destroy them! Looks like Dr. Doom can't lose -- unless Reed Richards and the rest of his Fantastic crew can master this deadly puzzle and beat the Doctor at his own game!



## ***Moving Through Menus***

EXCEPT WHERE NOTED, USE THESE CONTROLS:

- Press  or  on the Directional Buttons to highlight a choice
  - Press  or  Directional Buttons to toggle settings
    - Confirm a selection/advance to the next screen by pressing the  BUTTON
      - Cancel a selection/return to a previous screen by pressing the  BUTTON
- To PAUSE the game at any time during game play, press the START BUTTON. Press SELECT to bring up a menu which allows you to QUIT (return to the main menu) or Change Heroes

## Starting Up

After a brief introductory sequence, the title screen will appear. Press the START BUTTON. You will come to the Main Options Screen.

# GAME FEATURES

## Main Options Screen

**CONTROLS:** Set your controls to suit your preferences. To do so, highlight an action with the Directional Buttons, then press the button you wish to perform that action.

**MUSIC:** Music Test (sample any tune in the game).

**SOUND:** Sound Test (sample any sound in the game).

## OPTIONS

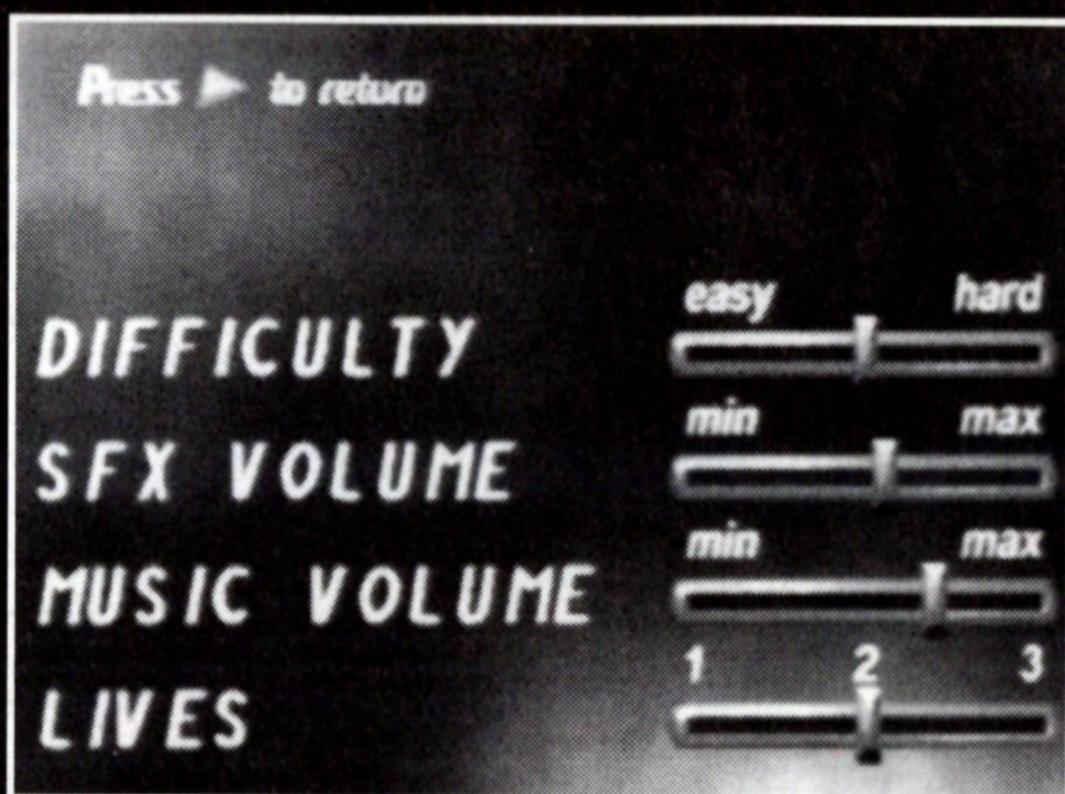
*Note: these are available only before a game starts.*

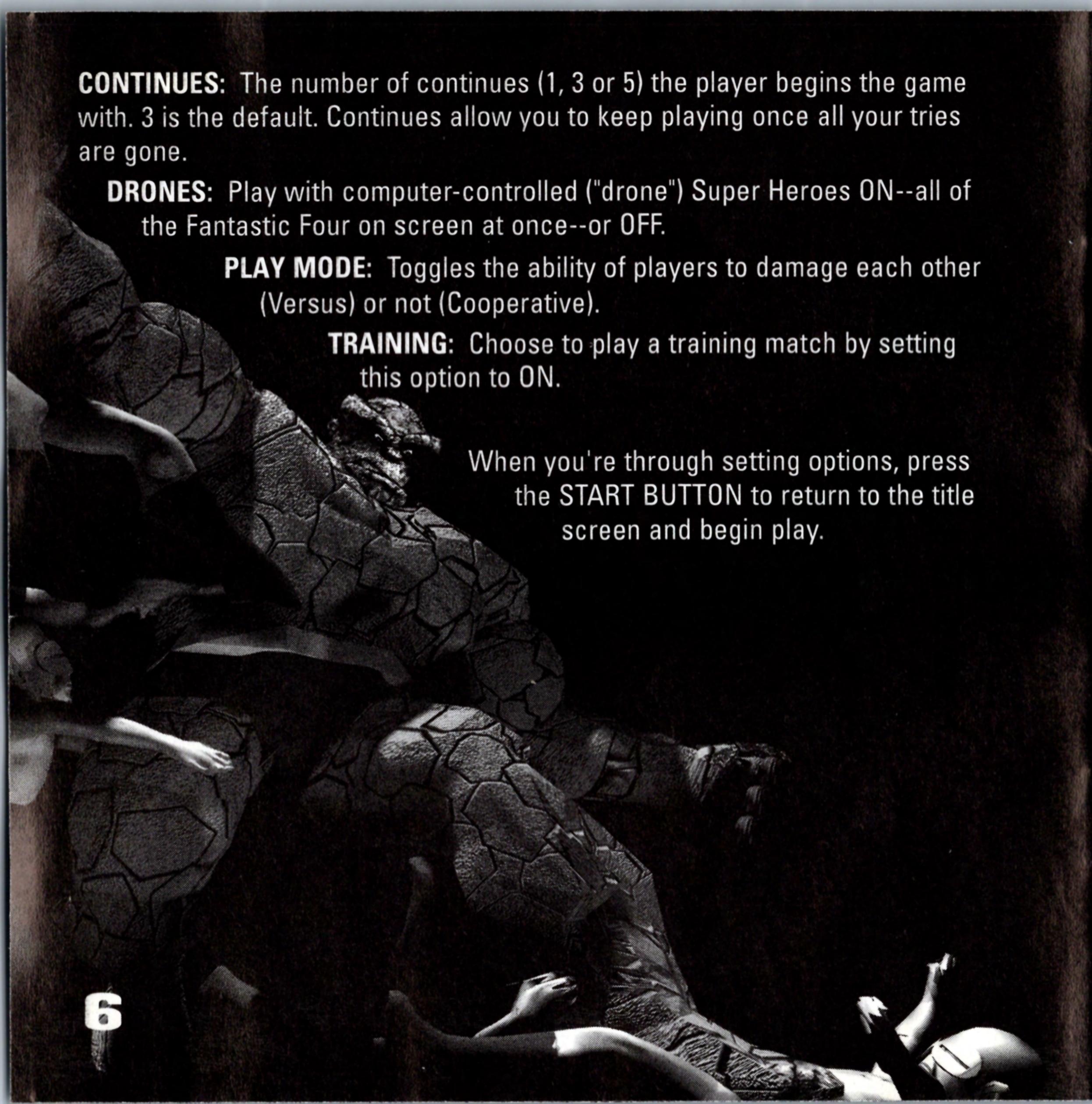
**DIFFICULTY:** Choose among easy, normal and hard skill levels.

**SOUND EFFECTS VOLUME:** Set the sound effects volume using the slider.

**MUSIC VOLUME:** Set the music volume using the slider.

**LIVES:** The number of tries (1, 2 or 3) the player begins the game with. 2 is the default.





**CONTINUES:** The number of continues (1, 3 or 5) the player begins the game with. 3 is the default. Continues allow you to keep playing once all your tries are gone.

**DRONES:** Play with computer-controlled ("drone") Super Heroes ON--all of the Fantastic Four on screen at once--or OFF.

**PLAY MODE:** Toggles the ability of players to damage each other (Versus) or not (Cooperative).

**TRAINING:** Choose to play a training match by setting this option to ON.

When you're through setting options, press the **START BUTTON** to return to the title screen and begin play.

# GAME MODES

There are two exciting game modes for you to master. Each can be played by up to 4 players against the computer.

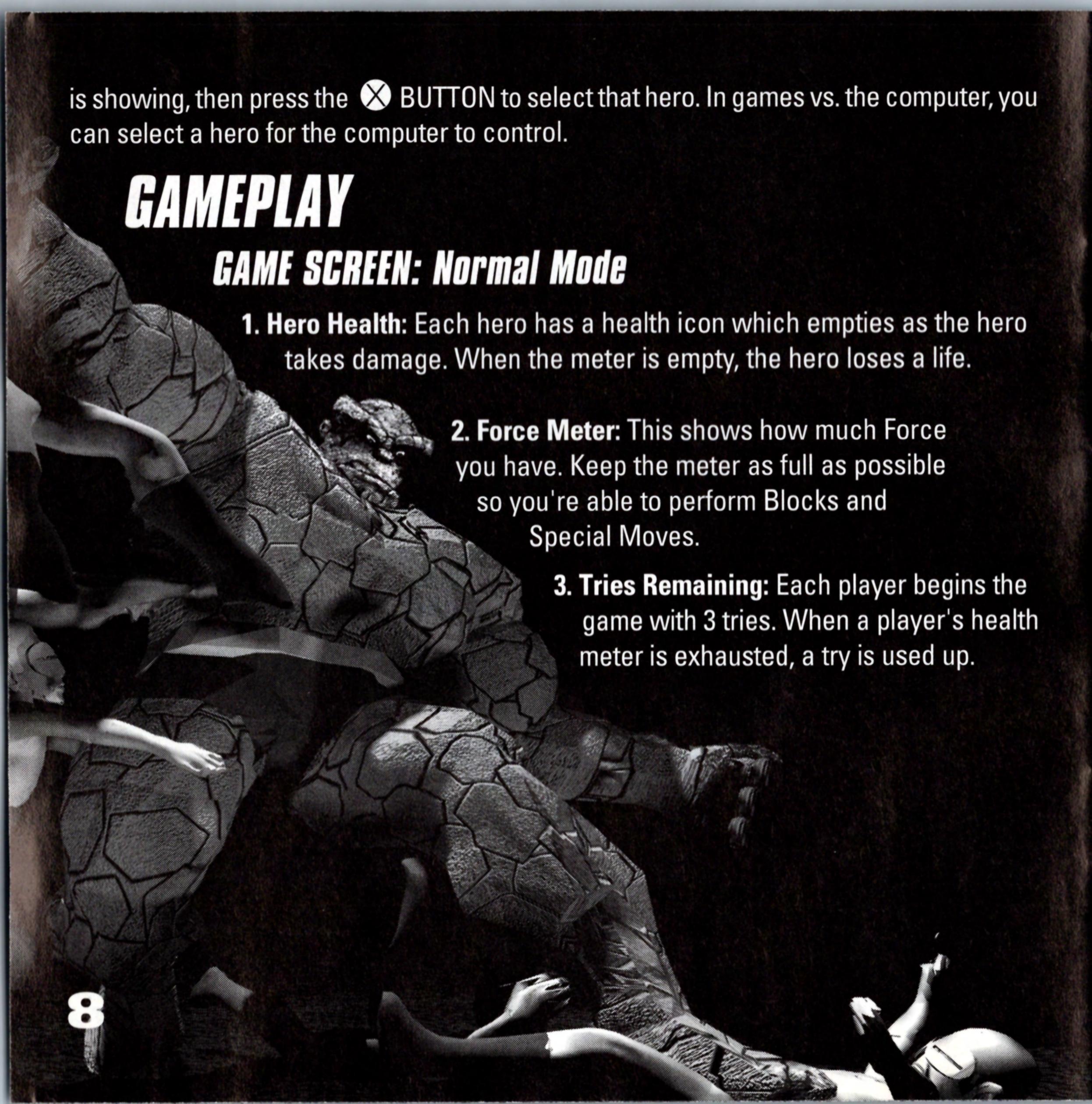
**NORMAL MODE:** This is the regular mode, and follows the story as it develops through 5 levels of action against Dr. Doom and his spirited allies. You must complete all levels in sequence.



**TRAINING MODE:** Allows you to pit any two heroes against each other in one-on-one contests. The winner is the first player to take two of three matches. Matches are won by the player who defeats his opponent, or has the greatest amount of game play energy remaining when the timer runs out. Training mode is recommended for honing your fighting skills before taking on Dr. Doom and his pals in Normal game play mode.



**SELECTING CHARACTERS:** In Normal or Training modes, you can choose to control any member of the Fantastic Four. If you wish to switch heroes during a game, press the START BUTTON to pause, then press SELECT. You can then select Change Heroes. Each player has a selection cube with that player's number (1-4) and each of the Fantastic Four displayed on a face of it. Press ◀ or ▶ until the desired hero

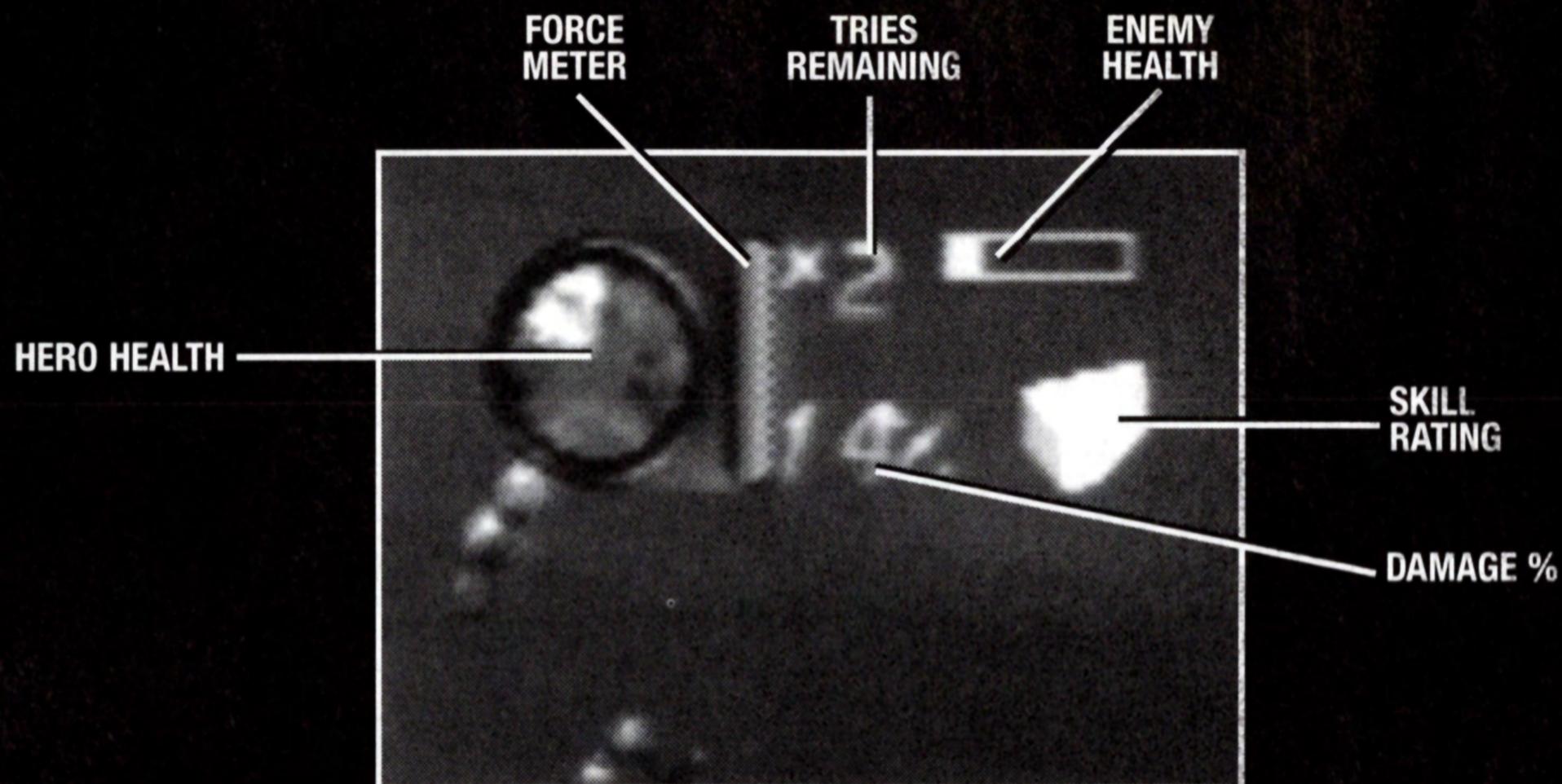


is showing, then press the **X** BUTTON to select that hero. In games vs. the computer, you can select a hero for the computer to control.

# GAMEPLAY

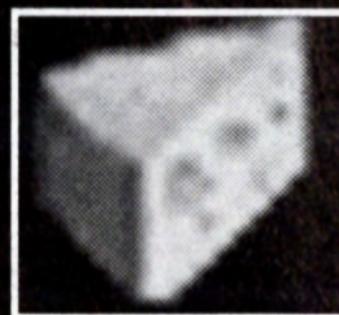
## *GAME SCREEN: Normal Mode*

- 1. Hero Health:** Each hero has a health icon which empties as the hero takes damage. When the meter is empty, the hero loses a life.
- 2. Force Meter:** This shows how much Force you have. Keep the meter as full as possible so you're able to perform Blocks and Special Moves.
- 3. Tries Remaining:** Each player begins the game with 3 tries. When a player's health meter is exhausted, a try is used up.



**4. Enemy Health/Damage Percentage:** Enemy Health shows how tough the current enemy is to defeat: the larger the meter, the more hits the enemy can endure. Damage Percentage is a great bragging tool in multi-players games. It tells you what percentage of the enemies each player has destroyed. But be careful--your percentage goes down when you get hit!

**5. Skill Rating:** If you "cheese out" and use the same move(s) over and over, a wedge of cheese appears to let you know you should vary your attacks. If you're using the complete arsenal of moves to maximum advantage, a "thumbs up" appears--you're doing alright!



## PICK-UPS

In Normal Mode, there are vital pick-ups to help you in your missions!



**HEALTH:** Collect this to restore your health 25%.



**FULL HEALTH:** Collect this to restore your health to full power.



**FORCE POWER:** Collect this and add power to your force meter--ouch!



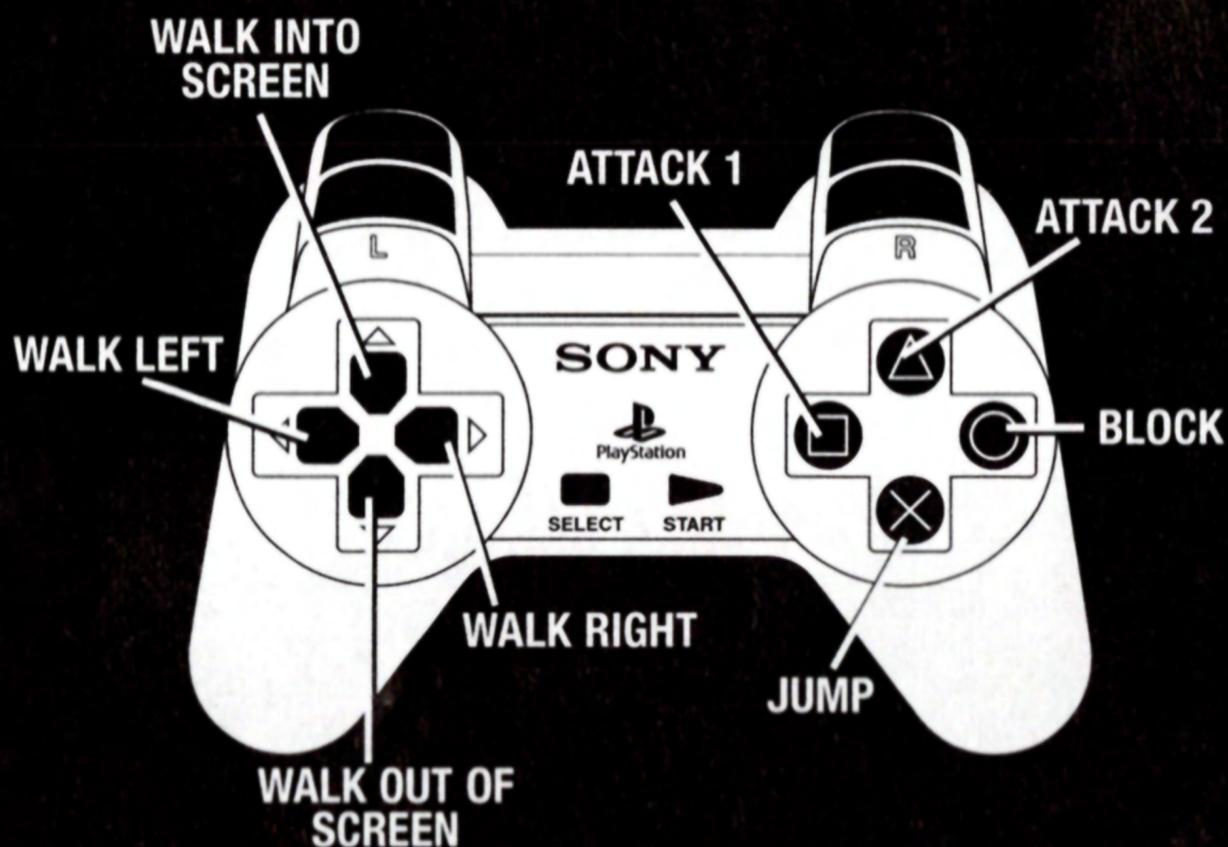
**EXTRA TRY:** Collect this and you've got another chance to beat Dr. Doom before it's GAME OVER! Tries belong only to the player who collects them.



**EXTRA CREDIT:** Collect this and get 3 extra tries to complete the game! In a multi-player game, these continues are shared by all the players on an as-needed basis.

# CONTROLS

These controls are for both game modes, and feature the default controls. You may alter controls in the Options screen (see Key Configuration).



## MOVING

Walk Left



Walk Right



Walk into screen



Walk out of screen



Burst of speed

Double Tap  /  directional button.

Jump



Block

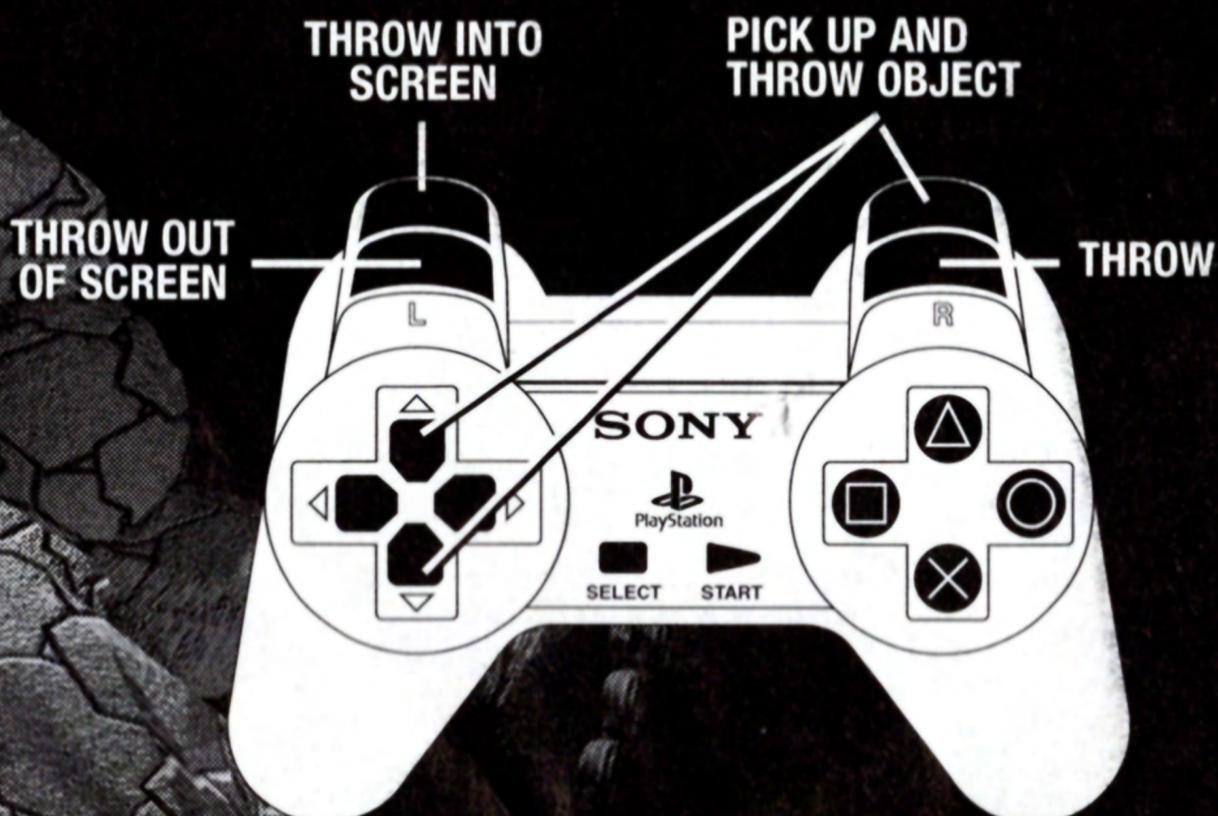


## ATTACKS

<b>Attack 1</b>	□ (Tap twice to vary attack)
<b>Attack 2</b>	△ (Tap twice to vary attack)
<b>Rear Attack</b>	Attack 1 or 2 when enemy is behind you

## THROWS

<b>Throw</b>	R1
<b>Throw into screen</b>	L2
<b>Throw out of screen</b>	L1
<b>Pick Up and Throw Object</b>	Hold R2 , ↑ , ↓



# FANTASTIC FOUR PROFILES & SPECIAL MOVES

Each Fantastic Four hero has an array of special moves to foil opponents, some of which appear below. **ALL special moves are performed by holding the R2 button while pressing the Directional Buttons as indicated.** Each hero has an especially dangerous Super Special finishing move (in bold) which requires at least 50% Force Power to perform.

## Mr. Fantastic



Reed Richards is an ingenious inventor, and as the leader of the Fantastic Four he has proven to be a fearless crime foe. His many patents help finance the Fantastic Four. His ability to transform his body into any shape has put more than a few villains behind bars.

(While holding R2)

**Throw Stun Grenade**



**Mace Swing**



**Fire Immobilizing Cosmic Rays**



**Ten Ton Weight Smash**



*(Requires at least 50% Force Meter)*

## ***The Thing***



Transformed into a hideous creature in a freakish accident, Ben Grimm may feel bitter about his appearance, but he's always ready to lend his super-strength and big heart to a just cause!

**(While holding R2)**

**Thunder Clap**



**Floor Throw**



**Super Charge**



**Floor Ripple**



## *The Invisible Woman*



Married to Reed Richards, Sue is an independent woman and a tough opponent. Her ability to become invisible and create defensive force fields at will has helped her corner criminals throughout the universe!

**(While holding R2)**

**Multiple Ball Throw**



**Homing Ball**



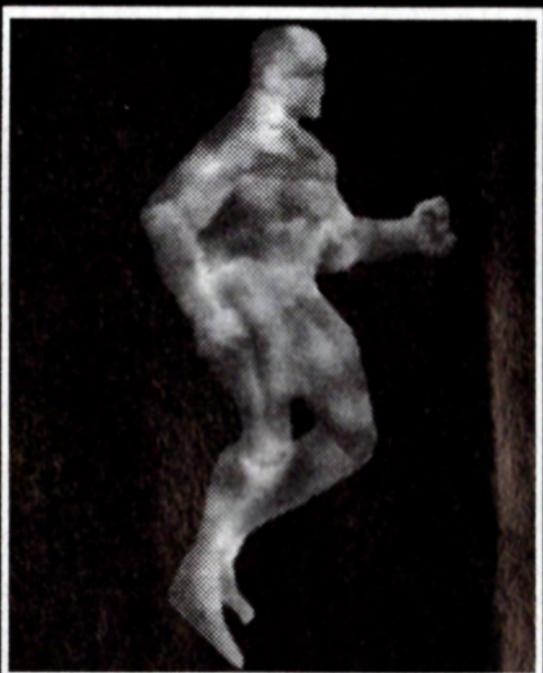
**Oscillating Floor**



**Invisibility**



## *The Human Torch*



Sue Richards' brother Johnny Storm was transformed by cosmic rays into something much more than human! He has a passion for justice that never goes out! His opponents make terrific tinder when it's time to right wrongs!

**(While holding R2)**

**Mega Fire Ball**



**Flaming Ring**



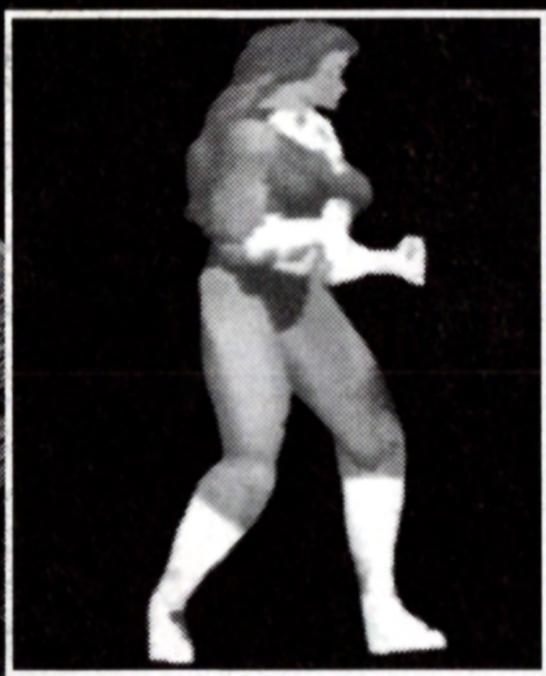
**Flame Dive**



**Super Nova**



## She-Hulk



When Jennifer Walters received a transfusion from her cousin Bruce Banner, the mutagenic effect of his gamma-irradiated blood transformed her into the Sensational She-Hulk. This green gamine is super-tough and plenty smart. She's a welcome ally to the fantastic foursome.

**(While holding R2)**

**Super Uppercut**



**Super Kick**



**Ground Smash**

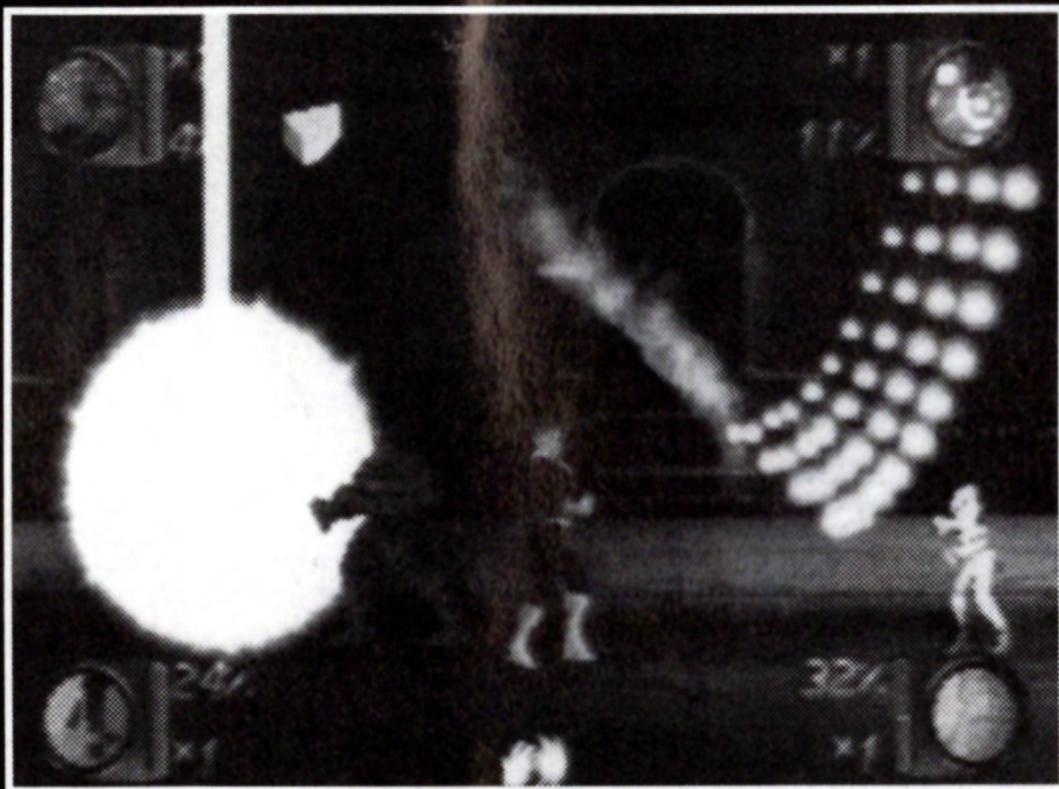


**Mega Drop**



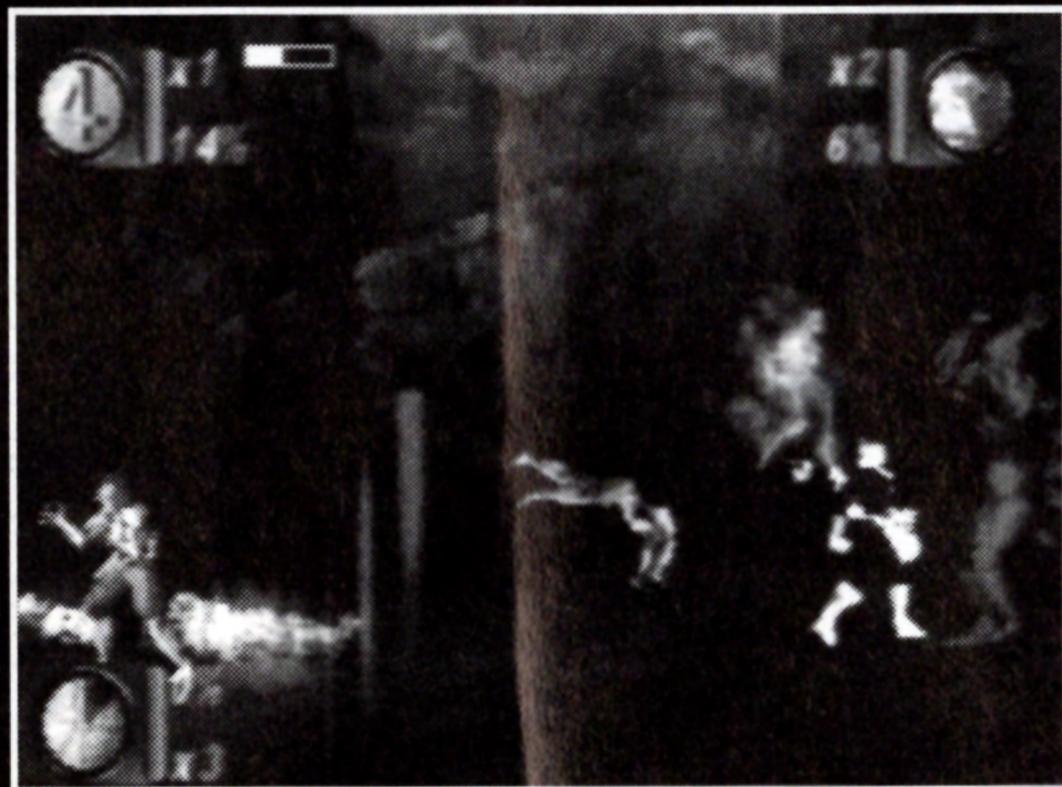
# LEVELS

## Level 1 MOLEMAN



From the sinister streets of New York to a rugged mountainside of Monster Island, and finally to caverns deep underground, your hero must battle traffic, moloids (look out for those clubs!) and an army of crazed creatures eager to cut your mission short! There are some tough times ahead! You've got to reach the dark precincts where Moleman dwells--and destroy him before he destroys you!

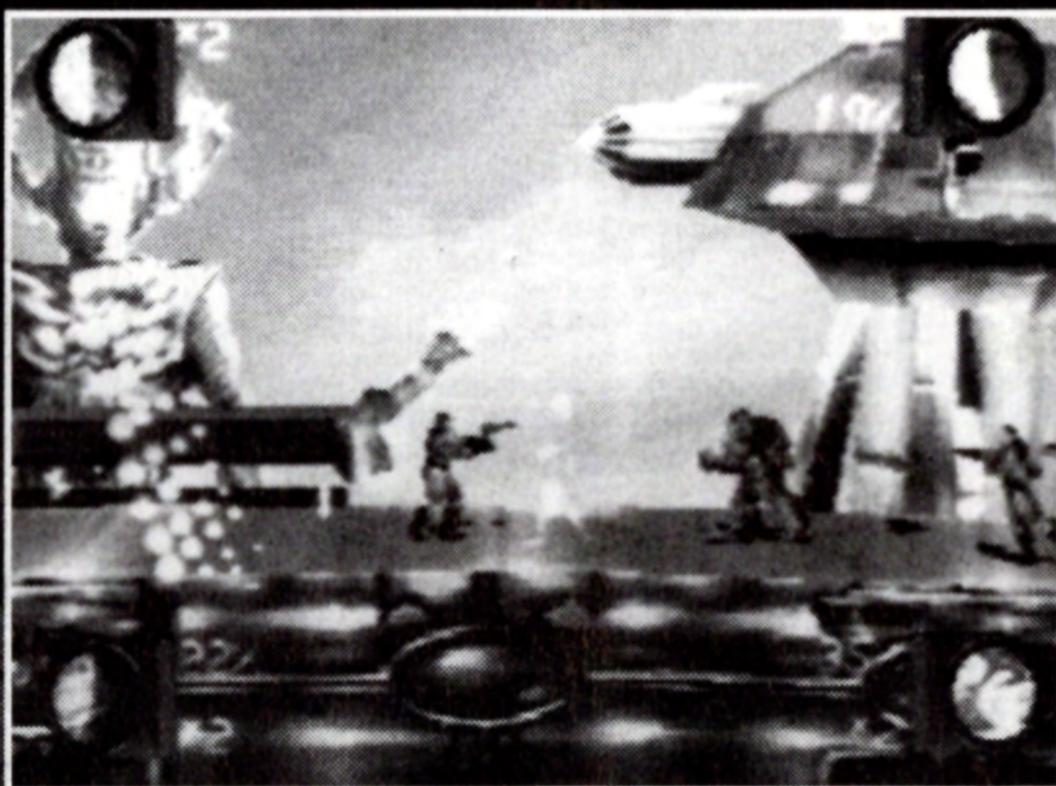
## Level 2 PSYCHOMAN



The action moves to the seething world of SubAtomica. Now you must face Psychoman, an enemy who can really mess up your mind--and body--with an arsenal of rays that play havoc with your psyche, leaving you open to brutal attacks from enemies! But before you face this deadly challenge, you've got to master a rogues gallery of goons!

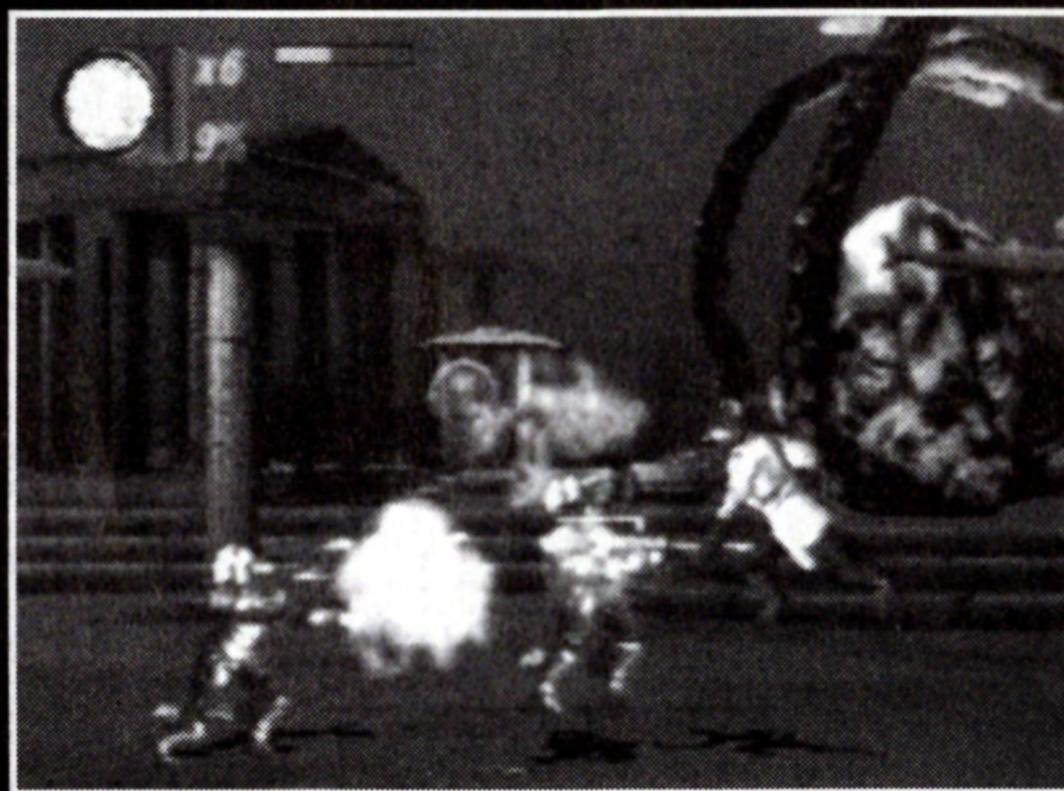
## Level 3 SKRULL WORLD

The Skrull are tricky creatures who can morph into different forms in the blink of an eye! Be on the lookout for Super Skrull, a master morphing fiend who can take on the properties of any being--even the Fantastic Four! The fighting is furious as you struggle to survive the cunning combatants who seek your destruction!



## Level 4 NAMOR

The sunken world of Atlantis is home to a host of horrors: mutated sea creatures, sinister soldiers, and the astonishing Attuma, lord of this awful undersea realm. What will it take to triumph here, in a world far below sea level where the lethal level is way above normal?!



## Level 5 DR. DOOM

Deadly Doombots are everywhere, and ready to rage on your hero! This is your last chance to spare the universe from Dr. Doom and his evil dreams of empire. You're close to success, but this ain't horse shoes! By now you've got your fighting skills in top shape. Will they be enough for the test that awaits?



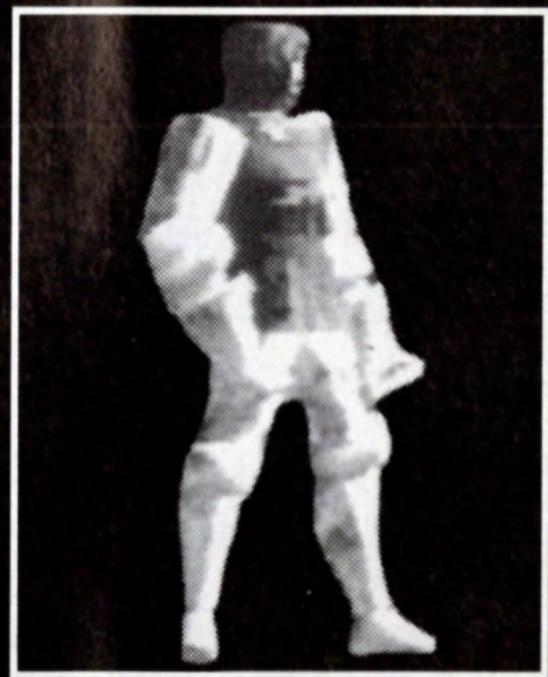
# CHARACTERS

Facts about some of the fiends you'll encounter:

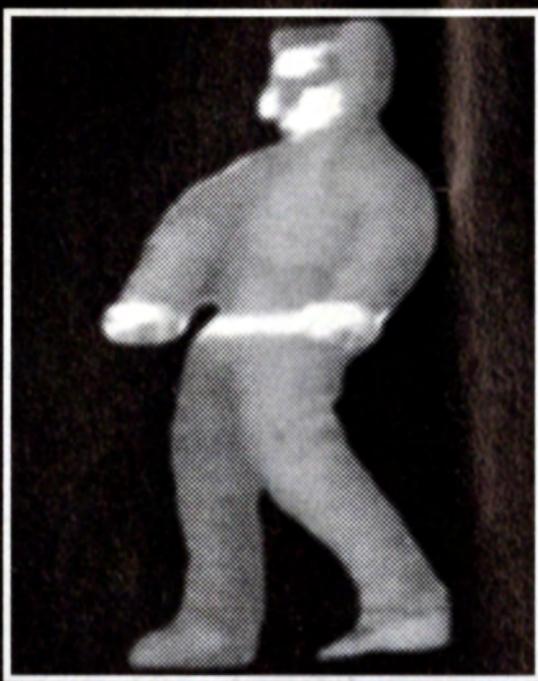
## *Dr. Doom*

Born Victor von Doom, this native of Latveria was a university classmate of Reed Richards, whom he blamed for an accident that disfigured him. A brilliant scientist and malevolent monarch, Doom has immersed himself in magic and technology in his twisted quest to conquer the world. Doctor Doom's main weapon is a nuclear-

powered, computer enhanced armored suit which is constantly upgraded--with deadly results! His legions of semi-humanoid Doombots offer near-perfect protection, while he wields his ability to exchange consciousness with others to terrifying effect!

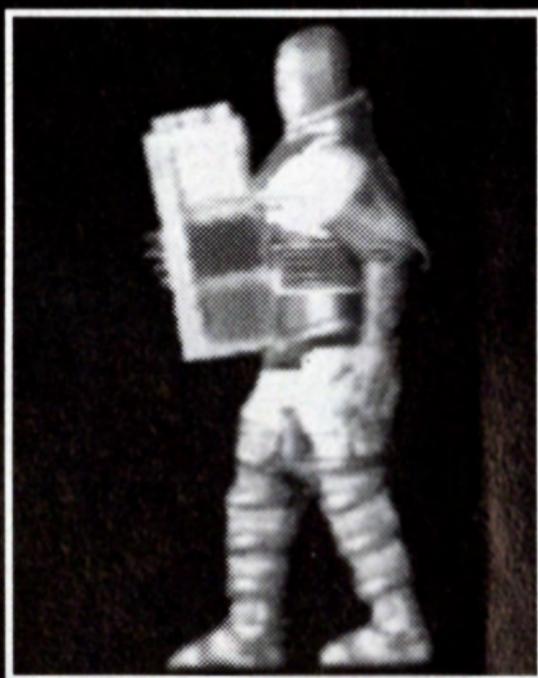


## ***Moleman***



Don't let Moleman's physical appearance fool you. Though short, fat and nearly blind, this devious villain has a radar sense which gives him superior "sight". He is a scientific genius, and has mastered the abandoned Deviant technology of Subterranea, using it to create havoc for those who dwell on the surface. He is never without a staff, which appears harmless, but in reality comes with several varieties of deadly weapons, including an electronic blaster, a flame thrower, a vibro-charge blaster, and a laser cannon.

## ***Psychoman***



The chief scientist of the planet Traan (located in an alternate reality called a "microverse"), little is known about Psychoman; even his physical characteristics are a mystery, as he has appeared only in a variety of suits of full body armor. Some of these suits appear to grant him super-human strength, speed, and stamina. Perhaps the most potent item in his arsenal is a portable emotion-stimulator which can trigger lethal levels of hate, doubt or fear in his targets. He has been a frequent foe of the Fantastic Four.

# HINTS & TIPS

- Don't die! Sounds easy, but remember, sometimes it's more important to survive than it is to clobber enemies. You can't let too many opportunities to spread mayhem go by, but learn when to cut and run-- it could make you the winner in the end!
- Use your Force Power! Your survival and that of each of us depends upon it! And there's nothing like watching an enemy die when you unleash a powerful Super Special move!
  - There are plenty of background items to interact with. Try throwing a car at someone--ouch! Explore every area thoroughly for hidden items, but look out for booby traps and ambushes!
  - Brush your teeth after each meal! It won't help you win Fantastic Four, but it'll give you a nice smile and make a multi-player game much nicer.
  - The Thing is powerful, but he's not that fast. The other members of the Fantastic Four have similar tradeoffs between attributes. Experiment with each hero and learn how to make the best use of strong points, while minimizing weaknesses.
    - Take a break after each level (press START to pause the game) to refresh yourself and get ready for the next onslaught. You'll play better!





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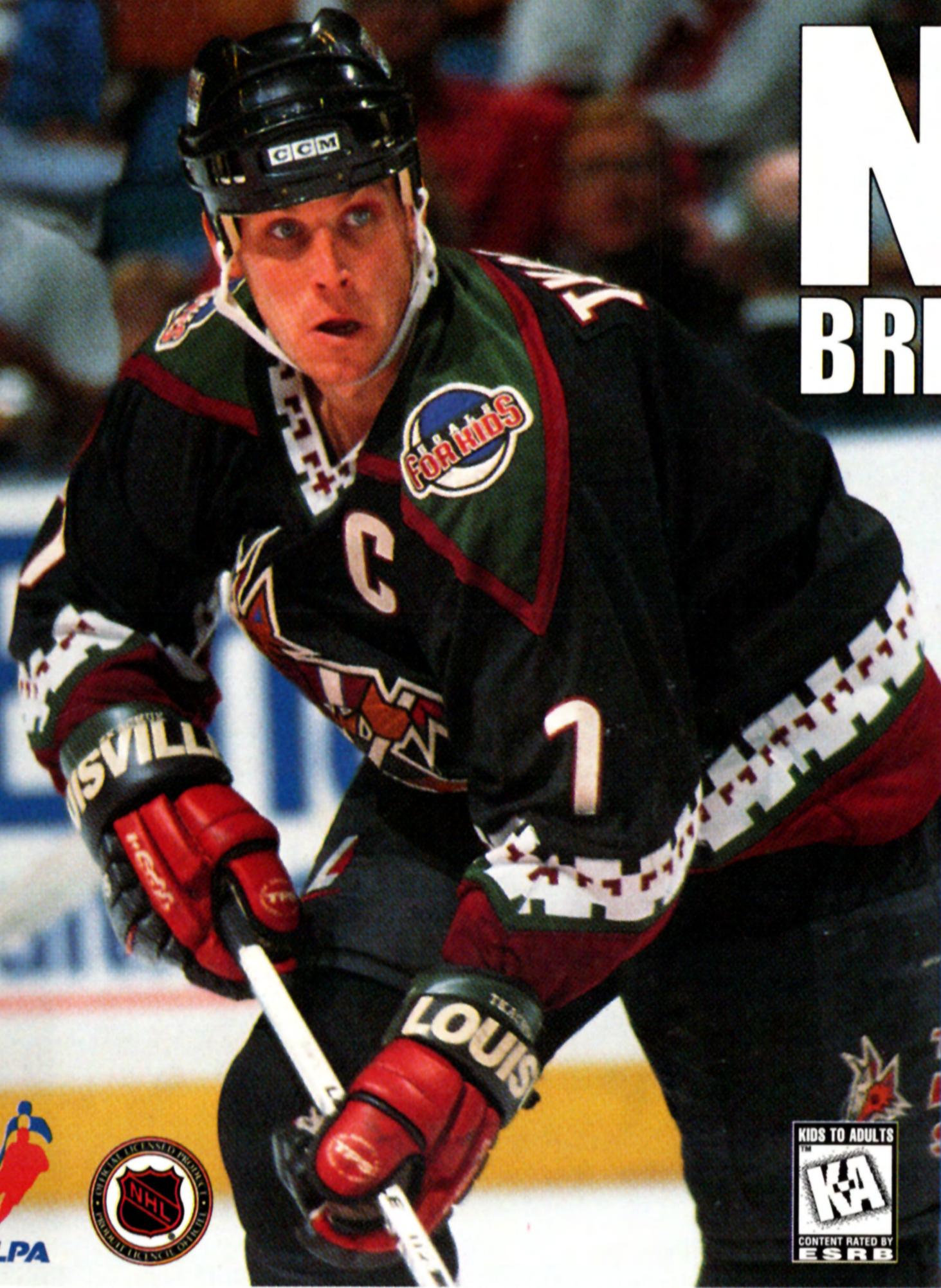
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