

FANTASTIC FOUR RISE OF THE SILVER SURFER



TEEN
T
CONTENT RATED BY
ESRB

2K

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.

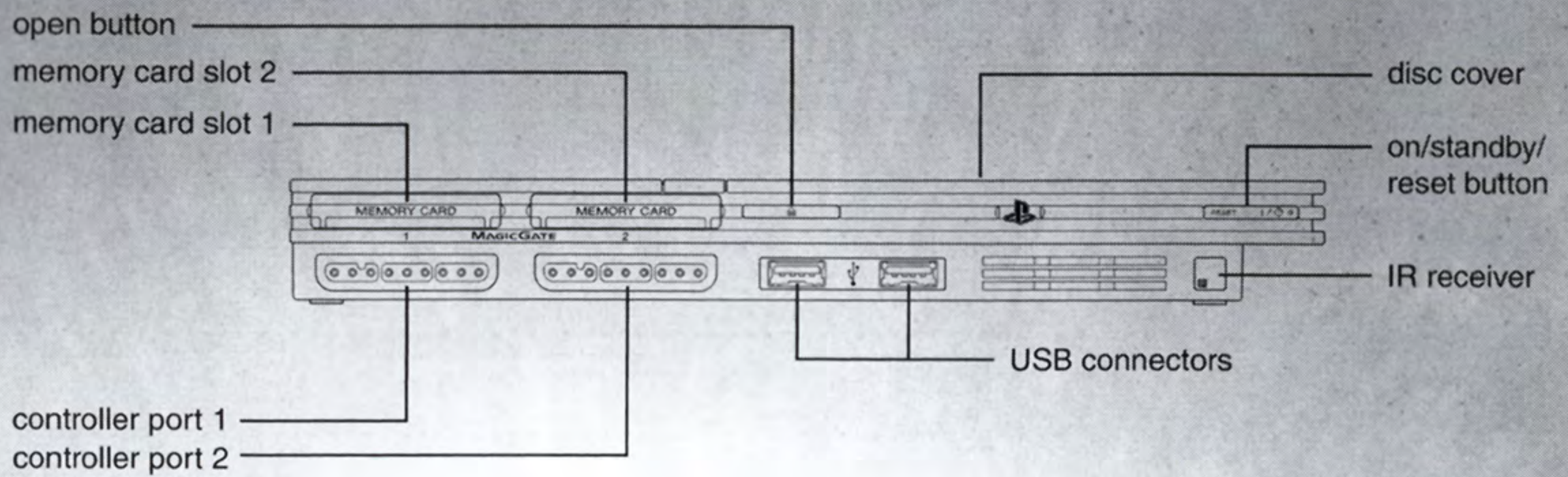
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- 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



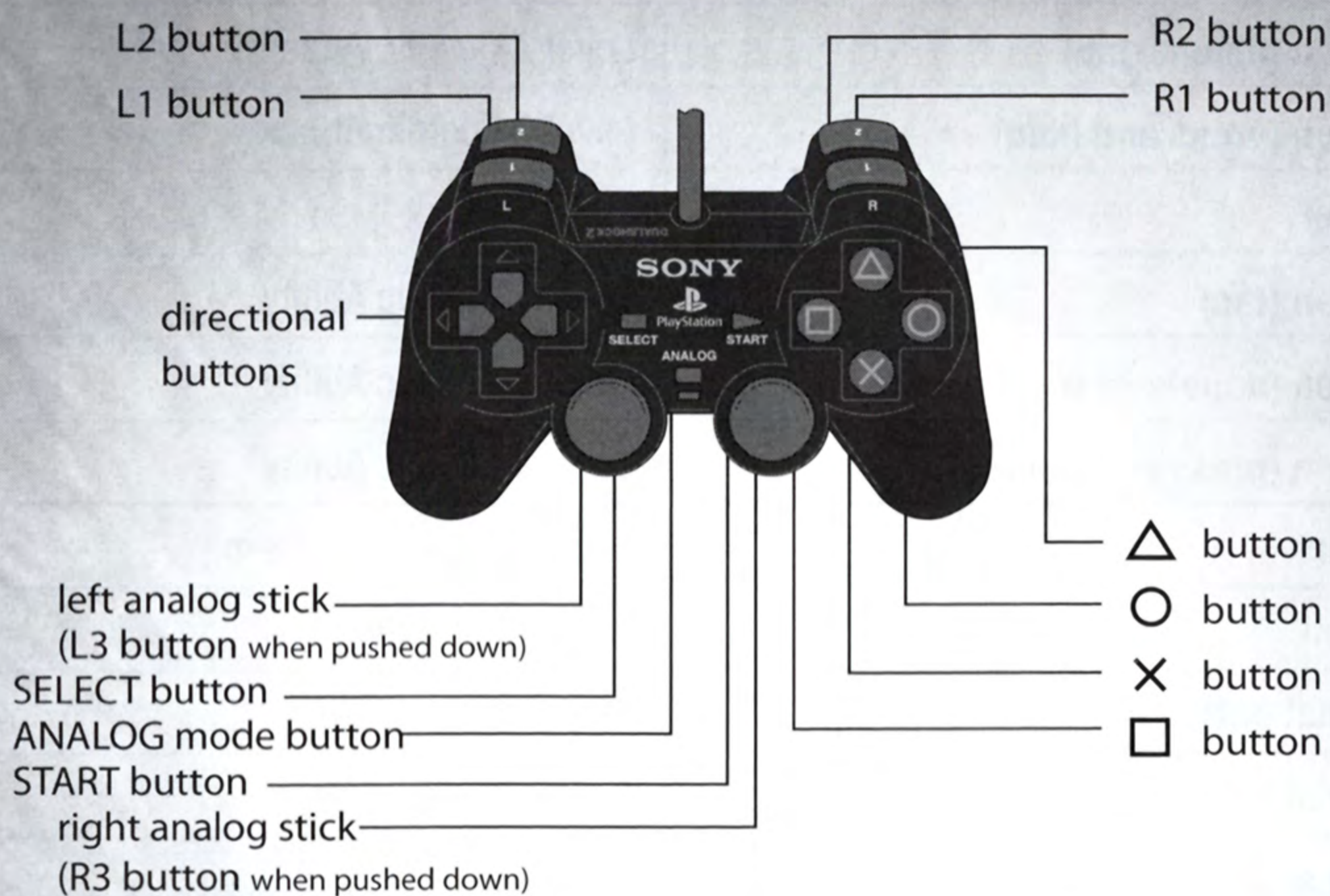
Set up your PlayStation[®]2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the *Fantastic 4: Rise of the Silver Surfer* disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation[®]2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation[®]2) into MEMORY CARD slot 1 of your PlayStation[®]2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation[®]2) containing previously saved games.

CONTROLS

DUALSHOCK 2 ANALOG CONTROLLER CONFIGURATIONS



MENU CONTROLS

directional buttons	Highlight a menu item / Change the settings
× button	Select menu item
△ button	Cancel

GAME CONTROLS

left analog stick	Movement (Run/Walk)
× button	Attack
× button (x2 – x5)	Attack Combo
× button (hold and release)	Charge Attack
× button (tap, while enemy is on ground)	Ground Attack
R1 button	Dash Attack

GAME CONTROLS

○ button (press and hold)	Basic Ability
L1 button	Block
□ button (tap)	Level 1 Cosmic Attack
□ button (double-tap)	Level 2 Cosmic Attack
□ button (press and hold)	Level 3 Cosmic Attack
R2 button	Fusion Attack
△ button (tap)	Level 1 Cosmic Ability
△ button (double-tap)	Level 2 Cosmic Ability
△ button (press and hold)	Level 3 Cosmic Ability
L2 button	Map
R3 button	Taunt/Skip Dialog
directional button up	Switch to Reed
directional button down	Switch to Ben
directional button right	Switch to Johnny
directional button left	Switch to Sue
START button	Pause or Enter a Multiplayer Game
SELECT button	Exit a Multiplayer Game

PLAYING THE GAME

MAIN MENU

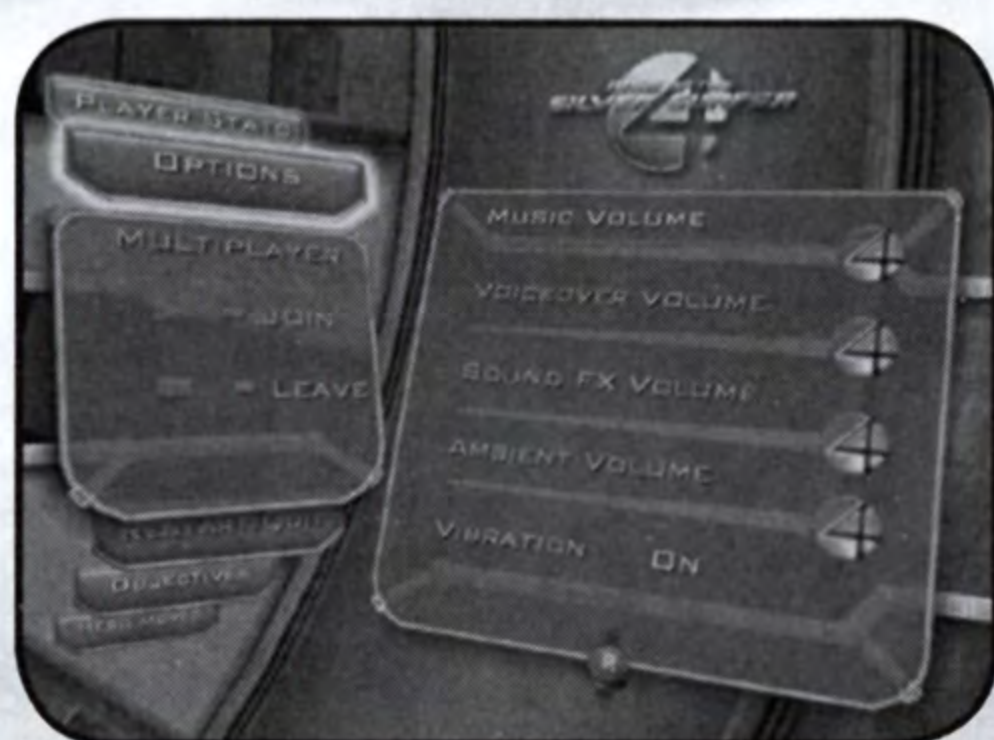
To start a new game, select New Game at the Main Menu and press the **X** button. Select a difficulty setting and press the **X** button to start. Beating the game on Normal will unlock the Hard difficulty.



To load a previously saved game, select Load Game, then select Continue to jump back into the action. You may save and quit at any time, however, progress is only saved from the beginning of each level.

PAUSE MENU

When in-game, press the **START** button to bring up the Pause Menu. From here, you can check objectives, view player stats, examine unlocked moves, change game options, and quit to Main Menu.



MULTIPLAYER

Fantastic Four: Rise of the Silver Surfer supports co-op play with up to four players. The game functions the same as single-player, except that each player controls a different character.

Sync up to four Wii Remotes to one console by pressing the **START** button and selecting Reconnect. During gameplay, press the **START** button to join the action, or press the **SELECT** button to drop out at any time. Press the **directional buttons** to select a character to control.

MAIN GAME SCREEN



1. Selected Character



You control one character at a time, and can switch characters at any time using the **directional buttons** (see Controls on page 3). In a single-player game, the other characters will follow you by default and attack any nearby enemies automatically.

2. Cosmic Energy

The blue gauge represents your selected character's Cosmic Energy level. Cosmic Energy is the force behind your team's super powers.

Using super powers drains Cosmic Energy. Your characters regenerate Cosmic Energy by attacking their enemies. Walking over an energy orb refills your Cosmic Energy. Energy orbs can appear when you break objects and defeat enemies.

You can upgrade the maximum amount of Cosmic Energy each hero can hold.

3. Health

The green gauge represents your selected character's current health. Walking over a health orb replenishes your health gauge. Health orbs can appear when you break objects and defeat enemies.

When the health gauge is depleted, the character is automatically teleported back to the Baxter Building to recuperate and control is switched to another character. The hero will return after a short time, or if a room is cleared of all threats.

Hero Challenges

Some objects will have a highlighted sheen. These will often block your path and require the use of one of the Fantastic Four's special abilities. *The Thing* is able to break down some types of doors, while certain types of electronics need a jolt from *Mr. Fantastic's* Shocker device in order to function.

CHARACTERS

REED RICHARDS / MR. FANTASTIC



Genius Reed Richards fulfilled his lifelong dream of an experimental space mission ... But a miscalculation gave way to tragedy when a radiation storm bombarded the space station and its wayward crew with a DNA-altering cosmic wave! The accident left Reed with the ability to bend, stretch, and expand his body in any imaginable way. Now as the super-flexible Mr. Fantastic, Reed leads the Fantastic Four in pursuit of a new

dream — one that ensures a better quality of life for every human on earth.

GROUND ATTACK: "COSMIC BOUNCE"

Reed forms his body into a ball and slams it down on the enemy.

CHARGE ATTACK: "HAMMER HEAD-BUTT"

Reed stretches back and enlarges his head to 3 times its normal size, then lashes out with a head-butt to hit the enemy for heavy damage.

DASH ATTACK: “STRETCH STRIKE”

Reed stretches his upper body forward with his fists out in front of him. He hits the enemy and then takes a giant step forward.

COSMIC ATTACK 1: “STRETCH PUNCH”

Reed stretches and launches his two fists forward.

COSMIC ATTACK 2: “CYCLONE FISTS”

Reed enlarges both hands and swings them around his body, knocking back all enemies in a radius around him.

COSMIC ATTACK 3: “HAMMER LAUNCH”

Reed forms his hands into huge hammers and slams them into the ground. The force of the colossal hammers creates huge crater-like cracks in the ground, and the strength of the impact makes an incredible shockwave that knocks all enemies around Reed up into the air.

BASIC ABILITY: “SHOCKER”

Reed will equip his lightning device and shoot a short-range, low-damage stream of electricity that can be used to power up machinery or short-out technology. Once the Shocker is drawn, press the **Ⓞ button** to energize it. Reed will keep the Shocker discharging for as long you hold the button, until the ability timer runs out.

COSMIC ABILITY 1: “THUNDER BALL”

Reed equips his Shocker and shoots a sphere of electrical energy that electrocutes nearby enemies with electrical tendrils.

COSMIC ABILITY 2: “LIGHTNING SHOCKWAVE”

Reed raises the Shocker above his head and releases an area clear charge. This shockwave of electrical current electrocutes all enemies in a radius around him.

COSMIC ABILITY 3: “CHAIN LIGHTNING”

Reed charges the Shocker and fires a stream of electricity that chains to multiple enemies. All enemies connected by the highly charged stream of electricity are severely damaged.

FUSION ATTACK

Reed uses his Shocker to fire an electrical sphere at the targeted enemy. If successful, all team members receive a health boost.



BEN GRIMM / THE THING



A street smart football-heavyweight-turned-pilot, Ben Grimm would go any distance for his friends ... even travel to the stars! The fateful accident while aboard an exploratory space station would turn Ben into The Thing — a superhuman, super-strong creature with an indestructible orange-colored rocky exterior. Many people find his unusual appearance unsightly, but Ben struggles to maintain his sense of humor and honor —

because under that tough exterior lies an ever-lovin' heart of gold!

GROUND ATTACK: "POWER PUMMEL"

Ben pummels the enemy on the ground with heavy, devastating punches.

DASH ATTACK: "MIGHTY CLAP"

Ben leaps forward and smashes his hands together to crush the enemy!

CHARGE ATTACK: "BEN SMASH"

Ben raises his powerful fists above his head and slams them down with extreme force.

COSMIC ATTACK 1: "LAUNCH"

A powerful uppercut punch that knocks an enemy up into the air and away from Ben.


COSMIC ATTACK 2: "TWO HAND HAMMER SLAM"

Ben crouches to concentrate his energy then leaps into the air and slams down on the enemy with a powerful two-handed hammer punch. This attack drives the enemy to the ground and emanates a shockwave of force around Ben.

COSMIC ATTACK 3: "COSMIC STOMP"

Ben leaps into the air and comes down with an explosive shockwave. The force of the impact produces a wave that knocks back all enemies within an area around Ben and destroys any enemies beneath him.

BASIC ABILITY: "GRAB"

Ben will pick up the targeted object or enemy and carry it over his head with both hands. He can then throw the object or enemy in whichever direction he is facing by pressing the  button.

COSMIC ABILITY 1: "GUT CRUSHER"

Ben quickly picks up the enemy like a rag doll and tosses him to the ground.

COSMIC ABILITY 2: "HAMMER TOSS"

Ben will pick up the enemy and perform a spinning hammer



throw with him. This move will heavily damage and knock back all enemies within a radius around Ben.

COSMIC ABILITY 3: "PILE DRIVER"

Ben grabs an enemy, jumps up and drives him into the ground with extreme force.

FUSION ATTACK

Ben grabs a chunk out of the ground and throws it at the targeted enemy. If successful, the entire team receives a damage multiplier for 5 seconds.

SUE STORM / INVISIBLE WOMAN



Brilliant and beautiful scientist Sue Storm is reunited with her former boyfriend Reed Richards when Von Doom's company agrees to fund an exploratory space mission. Sue signs on as a member of the crew — a decision that will forever change her life. After being exposed to the cosmic wave, Sue finds she has the uncanny ability to make herself disappear. As the Invisible Woman, she is also able to generate invisible force

fields and use them to fire invisible power blasts from her hands.

GROUND ATTACK: "FORCE STAB"

Sue generates a force beam that she directs straight down at the enemy.

DASH ATTACK: "FORCE CHARGE"

Sue turns invisible and dashes forward with a melee strike.

CHARGE ATTACK: "BUBBLE BLAST"

Sue generates a large bubble of force in front of her, then spins and kicks it at an enemy for heavy damage.

COSMIC ATTACK 1: "FREEZE BLAST"

Sue concentrates her energy field into a powerful beam that she projects from her hands. The beam engulfs a single enemy and holds him in place for a limited time.

COSMIC ATTACK 2: "FREEZE WAVE"

Sue generates a pulse of energy that radiates out from her. It engulfs all enemies nearby and freezes them in place for a short time. Use the Dual Palm Thrust motion for an enhanced attack!

COSMIC ATTACK 3: "CONCUSSION FREEZE"

Sue generates an even more powerful pulse of energy! It knocks all nearby enemies backwards and then freezes them in place for a short time.

BASIC ABILITY: “FORCE BUBBLE”

Sue turns invisible and generates a small force bubble in front of her. As long as she maintains this ability, she cannot be targeted by enemies. Maintain the ability by holding the **○ button** and moving the force bubble with the **left analog stick**. Release the **○ button** to cause the force bubble to rapidly expand, which can destroy objects or knock enemies backwards.

COSMIC ABILITY 1: “SHIELD”

Sue generates a protective and near-indestructible force field around herself. It only lasts for a short time but protects her from all attacks.

COSMIC ABILITY 2: “GUARD”

With increased concentration, Sue generates a force field around herself as well as around the fellow hero who has the lowest health.

COSMIC ABILITY 3: “PROTECTION”

Sue generates force fields around all of the Fantastic Four.

FUSION ATTACK

Sue strikes the targeted enemy with a beam of force. If successful, the entire team will become invincible for 5 seconds.



JOHNNY STORM / HUMAN TORCH



Johnny Storm lives his life on the edge — specializing in fast cars, pretty girls and extreme sports. But Sue’s younger brother has another, more serious side. He’s the best pilot and astronaut in the world. While piloting Reed’s experimental space station, a cosmic wave pounded Johnny’s body, turning him into a human fireball and changing his life forever. Now, when the Human Torch isn’t using his fiery power to aid the

Fantastic Four, this ‘hothead’ can often be found pulling a prank or two on unsuspecting teammate, Ben Grimm.

GROUND ATTACK: “BURN DOWN”

Johnny creates a fireball, winds up, and throws it at the enemy on the ground with all his force.

DASH ATTACK: “ROCKET BLAZE”

Johnny flies forward like a fiery bullet.

CHARGE ATTACK: “SKY FIRE”

Johnny charges and unleashes a powerful flying punch as he rockets into the air.

COSMIC ATTACK 1: “FIRESTORM”

Johnny launches three consecutive waves of fireballs in front of him in a cone-like shape. They spread out and deal heavy damage to any enemy they hit.

COSMIC ATTACK 2: “NOVA FLAME”

Johnny charges and unleashes a wide flamethrower-like blast of intense fire directly in front of him.

COSMIC ATTACK 3: “INCINERATION”

Johnny creates an even wider flamethrower-like blast of incredibly intense fire. This blast not only burns the enemy, it also explodes and knocks them back!

BASIC ABILITY: “NOVA HEAT”

Johnny projects a short-range, continuous blast of fire from both hands. This can be used to melt frozen debris. With the **Ⓒ button** held down, Shake the Wii Remote to ignite Johnny's Nova Heat. Johnny will keep the Nova Heat burning for as long as you hold down the **Ⓒ button**, until the ability timer runs out.

COSMIC ABILITY 1: “COMBUSTION GRENADE”

Johnny lobbs a fireball which explodes on contact.

COSMIC ABILITY 2: “VORTEX INFERNO”

Johnny flies in a circle, pauses, and then generates a vortex of flame that emanates outward from him, burning all enemies within range.

COSMIC ABILITY 3: “SUPER NOVA”

Johnny erupts in a massive explosion of fire and energy, incinerating all enemies around him and knocking the closest enemies backwards!

FUSION ATTACK

Johnny throws a fireball at the enemy. If successful, everyone on the team will deal extra fire damage for 5 seconds.

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