



Fantastic 4™: Rise of the Silver Surfer

Product Description

It's clobberin' time again as Marvel's first family of Super Heroes return in six epic slices of all-out mobile action! Inspired by the new Fantastic Four movie you must help the heroes face the greatest threat the Earth has ever known, from both Dr. Doom and an all-new intergalactic threat. Dodge meteors as Silver Surfer, puzzle your way through security traps with Mr. Fantastic, smash tanks as The Thing, help Invisible Woman defeat Doctor Doom's robots and destroy enemy missiles as Human Torch. Only when you defeat each game will you get to unlock the secret sixth adventure, featuring the Fantasticar, and save the world from Doom!

Key Features

- Four heroes, six games and one world to save in the Fantastic 4's greatest adventure
- Based on the new movie Fantastic Four: Rise of the Silver Surfer
- Play as each member of the Fantastic Four, plus Silver Surfer, in their own unique games
- Unlock the secret sixth mini-game and take to the skies in the Fantasticar
- Stunning graphics, with comic book style cut scenes
- Simple "one thumb" gameplay

Screenshots



Using the Application

To start a game, select Story Mode from the main menu. Once you've unlocked a game in story mode it is available to play anytime via the Quick Game option.

Meteor Dodge

In the first mini game, Meteor Dodge, you play as the Silver Surfer and must avoid the meteors as they are hurling towards you as you make your way to Earth. Each time you press the action button or 5 key you will elevate. When you are not pressing the action button or 5 key you will fall. This is the key mechanism for avoiding the meteors. You have 4 health bars and will lose a bar if you fall off the screen or run into a meteor. There are special power-ups you can pickup along the way.

Disarmed

In this game you play as Mr. Fantastic and must use your arm to deactivate all security systems in order to free Silver Surfer. Viewed from above, control his arm with the directional or number buttons.

Hazardous jets of steam will block certain paths; use the color-coded valves to turn these off as you make your way through the maze.

Tank Punch

In this game you take control of The Thing and destroy vehicles and gunnery to reduce the threat to the escaping Sue Storm and Silver Surfer. Your objective is to punch the tank as far as possible. Press the action button or 5 key once to start the angle indicator and again to set. Press the action button or 5 key a third time to set the power indicator for maximum power and deliver the punch. Once the tank is in flight you can extend and change its path by firing a shell with the action button or 5 key. You have three shells to fire and three tries per game. A combined high score will allow you to progress through the game.

Chain Reaction

As Dr. Doom pursues the Fantastic 4 team, the Human Torch must prevent missiles from hitting the city. Fly through the city sky using the directional or number key pad and press the action button or 5 key to create a small explosion. This explosion will destroy missiles within its radius which will, in turn, explode and destroy other missiles within their radius resulting in a chain reaction. You must find the right time and place to start the chain reaction in order to destroy enough missiles to save the city. You are given one blast per wave so pick your position and time carefully. There are 3 waves per game. Save enough of the city and you can proceed to the next game.

Drone Attack

Playing as Sue Storm, the goal of the game is to knock out the drones as they attack. When invisible, the drones roam at random. Hold the action button or 5 key to start charging the force field and release to launch the Invisible Woman into the air where you can control her movement. When you land you will send out a shockwave with a radius that is based on the time you charged it before jumping. When charging your force field you become visible and the drones will charge towards you adding an exciting element to the game. There are 3 levels to work through to proceed to the next game.

Doom Pursuit

In this the final game, you pilot the Fantastacar as you pursue Dr. Doom, who has stolen Silver Surfer's board. As you chase Dr. Doom you must avoid the obstacles using the phone's directional or number pad. At different points in the level you are given the opportunity to fire on Dr. Doom. There are no obstacles during this portion of the game but you must be careful to avoid his attacks. Once you regain Silver Surfer's board, you will need to take on Dr. Doom one final time to complete the game.

FAQ

How does this game compare to the first Fantastic 4 game from Hands-On?

In both games you are able to play as all of the characters from the F4. However, this game focuses on easy to learn, arcade style one-thumb game play whereas the first game was a pure action title. We've combined casual gameplay and controls with the super powers of the F4 and Silver Surfer to deliver a truly unique experience. The graphics have been improved dramatically and the variety of game play adds a new and exciting dimension to the game.

What's the difference between Story Mode and Quick Game?

Story Mode features each of the 6 mini games, with each mini game based on the plot of the movie. There are comic style cut scenes between each game adding additional depth to the story and excitement. As you complete each mini game in Story Mode it becomes unlocked for play anytime within Quick Game. When choosing Quick Game you can pick any of the unlocked mini games and attempt to set a high score. The top three high scores from Quick Game mode are displayed in the High Scores table.

Multiplayer Options

N/A

Tips and Tricks

- Meteor Dodge - Skim off the top of rocks for bonuses!
- Disarmed – Turn colored valve wheels to shut off the boiling hot steam.
- Drone Attack – You still have full movement when the blast is charging and when the Invisible Woman is in the air.

Troubleshooting

For support, please contact support@handson.com

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