

THOR™

GOD OF THUNDER



MARVEL®

SEGA®

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- | | | | |
|------------------|--------------------------|------------------|----------------------------|
| • dizziness | • eye or muscle twitches | • disorientation | • any involuntary movement |
| • altered vision | • loss of awareness | • seizures | or convulsion. |

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:

Use caution when using the DUALSHOCK®3 wireless controller motion sensor function. When using the DUALSHOCK®3 wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PS3™ system 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 PS3™ FORMAT DISC:

- 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 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.

NOTICE:

Use caution when using the DUALSHOCK®3 wireless controller and the PlayStation®Move motion controller motion sensor function. When using the DUALSHOCK®3 wireless controller or the PlayStation®Move motion controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

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Thank you for purchasing *THOR™: GOD OF THUNDER*. Please note that this software is designed for use with the PlayStation®3 computer entertainment system. Be sure to read this software manual thoroughly before you start playing.

THOR™

GOD OF THUNDER

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Become Thor, God of Thunder, as he battles to save his home of Asgard. Wielding the iconic *Mjolnir*, Thor's legendary hammer, fight across multiple Norse worlds, controlling elemental storm powers to overcome hordes of deadly foes with devastating lightning bolts, earthshaking thunder and mighty blasts of wind that can sweep away throngs of enemies.

Battle through mythological realms to overcome colossal enemies lifted from the pages of the comics, including Ulik, Ymir, and Surtur, in a clash that extends to extraordinary planets filled with Frost Giants, Trolls and other mammoth opponents. Use powerful melee combos, lethal hammer throws, godlike elemental powers and a robust grappling system to take down enemies that range from large to gigantic: go toe-to-toe with a 25-foot tall, 12-ton Troll for a truly heart-pumping experience!

NOTICES:

PS3™ system software v3.30 (or later), 3D display with compatible 3D active glasses and high-speed HDMI cable (all sold separately) required for 3D features. Visit www.us.playstation.com/support/3D for details.

Video output in HD requires cables and an HD-compatible display, both sold separately.

Voice chat requires a headset, sold separately. Compatible with most Bluetooth and USB wired headsets. Some limitations apply.



GETTING STARTED

PlayStation®3 system

Starting a game: Before use, carefully read the instructions supplied with the PS3™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the *THOR™: GOD OF THUNDER* disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PS3™ system's home menu, and then press the button. Refer to this manual for information on using the software.

Quitting a game: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

HINT

To remove a disc, touch the eject button after quitting the game.



Trophies: Earn, compare and share trophies that you earn by making specific in-game accomplishments. Trophies access requires a PlayStation®Network account.

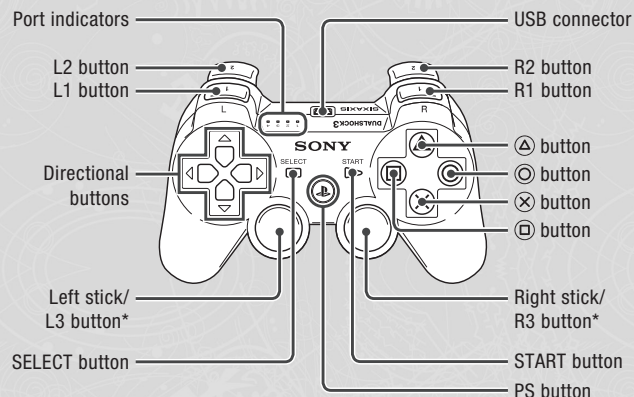
Saved data for PS3™ format software

Saved data for PS3™ format software is saved on the system's hard disk. The data is displayed under "Saved Game Utility" in the Game menu.

ABOUT AUTOSAVE

By default, games are saved automatically at key points during the game. The autosave can be turned off in the Options (p.13). The game can also be saved manually to a separate save file through Save Runestone (p.11). Take care not to switch the power to OFF while saving is in progress.

Wireless Controller for PlayStation®3 System



To use the controller, you must first register or "pair" the controller with the PlayStation®3 system and assign a number to the controller. For details, refer to the instructions supplied with the system.

*The L3 and R3 buttons function when the sticks are pressed.

Analog 3D settings via HDMI or component cables

THOR™: GOD OF THUNDER supports the latest 3D display technology. A stereoscopic 3D TV, high-speed HDMI cable, and compatible 3D glasses are required to enjoy *THOR™: GOD OF THUNDER* in Stereoscopic 3D. To enable 3D, go to the **OPTIONS** menu, select the **Audio/Video** option and, then toggle the 3D option to **On**. Use the **Scale 3D** option to optimize your 3D experience.

Analog 3D settings via HDMI or component cables:

THOR™: GOD OF THUNDER also supports analog 3D settings. A 3D TV and compatible 3D glasses are required. By connecting your PlayStation®3 system to a 3D TV using HDMI or component cables you can enable either the **Side by Side** or **Top and Bottom** analog 3D mode, go to the **OPTIONS** menu, select the **Audio/Video** option and then toggle the 3D option you wish to use. Be sure that your 3D TV is set to the matching analog 3D setting. Use the **Scale 3D** option to optimize your 3D experience.

For TVs that do not support the stereoscopic or analog 3D settings (**Color Filter 3D mode**):

THOR™: GOD OF THUNDER also supports a **Color Filter 3D mode**. This mode does not require a 3D TV or a specific set of cables, go to the **OPTIONS** menu, select the **Audio/Video** option, toggle the "Color Filter" 3D mode and put on the 3D glasses and enjoy. Use the **Scale 3D** option to optimize your 3D experience.

WARNING

3D glasses are not prescription eyewear, sunglasses, nor a protective goggle. Do not use the glasses for any general eyewear purposes (e.g., driving, reading, protection from sunlight or ultraviolet light, etc.) as such use may result in injury. 3D glasses are not for extended wear. After removing 3D glasses, it may take a few seconds to readjust to viewing natural colors and the glasses may temporarily affect depth perception. **USE WITH CAUTION!** If you have a history of epilepsy or experience headache/eyestrain or any other physical trouble at the time of 3D viewing, discontinue use immediately and consult a physician.

STARTING THE GAME

At the Title Screen, press the START button.

SCREEN ADJUSTMENT

The first time you play this game, you will be asked to adjust the brightness of the game. Press the left stick \leftarrow / \rightarrow to adjust the slider until the image of the hammer is barely visible, then press the \times button to confirm the change. Press the \triangle button if you need to reset the slider position.

MENU CONTROLS

Move Cursor / Choose Selection left stick
Enter Selection \times button
Cancel / Return to Previous Screen \odot button

MAIN MENU

At the Main Menu, please select from the following:



CONTINUE	Continue the game from the last autosaved location.
LOAD GAME*	Select the saved data and continue the game from the location you saved through Save Runestone (p.11).
NEW GAME*	Begin a new game. Select the difficulty level before the game.
OPTIONS	Change various settings for the game (p.13).
CREDITS	View a list of staff responsible for bringing you this game.

* Caution

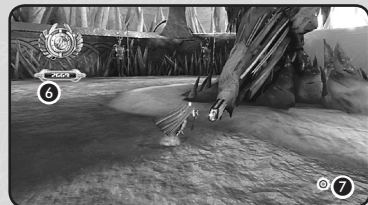
Starting a new game or loading a saved game may result in the loss of your current autosave.

HOW TO PLAY

HUD



THOR STATUS METER



BOSS STATUS METER
Displayed only while facing the bosses.

- 1 Health Meter (Red):** Thor is defeated when this runs out and he must restart from the last checkpoint. When Thor is upgraded, a red pip icon will appear to the left of the Health Meter. This shows the amount that Thor's maximum Health has increased. If the meter is gold, Thor has more than the maximum level of Health.
- 2 Odinforce Meter (Blue):** Certain attacks cost Odinforce, which decreases this meter. Thor cannot use these attacks if he doesn't have enough power. When Thor is upgraded, a blue pip icon will appear to the right of the Odinforce Meter indicating an increase in his maximum Odinforce. If the meter is glowing in light blue, it indicates that Thor is under the effect of Call of Valhalla (p.13).
- 3 Elements:** Indicates the current element of the Power Attack (p.9).
- 4 Fury Meter:** Becomes active only in the areas with a Power Surge event (p.10).
- 5 Gift of the Valkyrie:** If Thor has the Gift of the Valkyrie (p.13), a flame will be lit above the Status Meter.
- 6 Valor Indicator:** Displayed when you gain Valor (p.12). The value indicates the total you currently have.
- 7 Button Prompt:** Indicates what button you should press for possible interaction (p.8) or reversals (p.9).
- 8 Boss Health Meter:** Deplete it completely to defeat them.
- 9 Boss Phase:** The red dot(s), when displayed, represents the number of phase(s) the boss has remaining before it is defeated.
- 10 Boss Armor:** If the boss has an armor, the portrait here is covered in stone. As armor pieces are destroyed, chunks of stones break away.

GAME CONTROLS

The button assignments described here are based on the default setting (Style 1). The button configuration can be selected from out of three styles in the Options (p.13). Also, some moves may not be available until Thor learns how to perform them.

Move **left stick**
Camera Movement **right stick**

Thor can move in any direction. If you lose sight of enemies or collectibles, move the camera around.

Jump **ⓧ button**

Thor jumps straight up or towards the direction he is moving.

Dash / Mjolnir Burst **L1 button**

Thor makes a short dash forward. Perform this in the air for the Mjolnir Burst.

GRAPPLE POINTS

You may at times see glowing Grapple Points on the wall. Jump towards it, and Thor will grab onto it. He will then automatically vault himself high into the air.



Block / Counter / Reflect **L2 button**

There are three defensive actions associated with the **L2** button:

Block	Press and hold to block enemy attacks. Note that not all enemy attacks can be blocked.
Counter	Tap just before the enemy's melee attack hits to stagger all nearby enemies. It may trigger reversals.
Reflect	Tap right before impact to reflect projectiles back to their source.

Interact **⓪ button**

Stand in front of an interactive device, and a button-prompt will be displayed. Press the **⓪** button to Interact.

Hint **directional button ◀**

If you're lost on what to do, press the directional button **◀** to display a hint or useful advice.

Melee Attack **⓪ button**

Swinging the Mjolnir is Thor's most basic attack.

Power Attack **Ⓐ button**
(Cycle Active Element) **directional buttons ◀/▶**

Thor attacks with God Power of the selected element. This attack will consume a given amount of Odinförce. You cannot use it if you don't have enough Odinförce. Tap the **Ⓐ** button for a less powerful attack (costs less Odinförce) that you can use rapidly, or hold to charge up then release for a powerful wide-range attack (costs more Odinförce).

You start the game with only one element (Lightning), but as the game progresses you will gain Wind and Thunder elements. Press the directional buttons **◀/▶** to cycle through elements.

Hammer Throw **R2 button**
(Enter / Exit Whirling Throw Mode) **R3 button**

Thor attacks by throwing Mjolnir. There are two types of Hammer Throws:

Quick Throw	Less powerful throw that does not cost Odinförce.
Whirling Throw	Costs Odinförce for each use, but it is more powerful, and attacks enemies from far away. You need to enter Hammer Throw Mode in order to use this. The targeted enemy will be highlighted in red.

COMBOS AND VARIOUS MOVES

Basic combos can be performed by pressing the **⓪** button (one to four times), followed by the **Ⓐ** button. Thor will learn new combos and moves either by progressing through the game or by upgrading (see Valor, p.12). Access the Moves Screen from the Pause Menu (p.11) to see the list of moves, their availability, and how to perform them.



MOVES SCREEN

REVERSALS

There will be situations where Thor and the enemy struggle against each other. When you see a button-prompt, quickly press the indicated button to win the struggle. Otherwise, Thor will take damage.

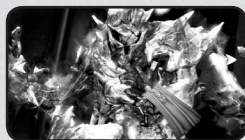


Grapple Attack..... ◎ button

Grapple attacks can deal massive damage to enemies. Approach the enemy and press the ◎ button to grab him. While grappling, press the Ⓐ button for Melee Attack, the ▲ button for Power Attack (will not cost Odinance), or the ◎ button to throw. You will earn bonus Health, Valor or Odinance Runes (p.11) with respective attacks.

Larger enemies cannot be grappled easily. Look for the Grapple Indicator (glowing on target enemy's chest) for your chance to grapple and finish him! Note that with Melee Attack, you can take additional turns to attack.

When attacking bosses, you can latch onto them when you grapple. You will then have the option to attack with Melee/Power or vault to the other parts of the boss' body. The arrow(s) indicate the possible direction(s) you can vault to. Press the left stick to your choice of direction, and press the ◎ button to vault.



Power Surge..... R1 button

During the game, you will encounter an event (with battles) where a Power Surge is required. In these events, the Fury Gauge will become active. Each successful attack will build up the Fury Gauge. When the Fury Gauge is full, press the R1 button to unleash Thor's power.



Mjolnir Leap..... R1 button

When the Mjolnir Leap Indicator appears, move the camera so it will be displayed on the screen. When the Mjolnir Leap Indicator begins to glow and spin, press the R1 button to fly towards it.



RUNES AND RUNESTONES

Runes are orbs of light that appear whenever you defeat enemies, break certain destructible objects, or when you complete a Feat (p.12). There are four types of Runes:



Health Runes (red)	Partially recovers lost Health.
Odinance Runes (blue)	Partially recovers lost Odinance.
Valor Runes (silver)	Adds to your Valor (p.12).
Golden Runes	Recovers lost Health. If the Health Meter is at maximum, Golden Runes give extra Health above maximum.

You will also find various types of Runestones that release Runes. With the exception of Valor Runestones, approach the Runestone, then press and hold the ◎ button until it is energized to the maximum.



NOTES ON SAVE RUNESTONE AND VALOR RUNESTONE

Save Runestones allow you to manually save your game progress to the selected save file, separate from the autosave. It will also fully recover both Health and Odinance, but this is possible only on the first access to the given Save Runestone.

The Valor Runestone is accessed differently. Please see Valor for more details (p.12).

COLLECTING RUNES

Thor automatically collects Runes when he is close to them, but Runes will occasionally appear far away or at inaccessible locations. Thor can use Mjolnir to attract Runes from far away (hold ▲ on the D-pad). The longer (▲ on the D-pad) is held, the greater the distance that Thor can attract Runes, but he must remain stationary while performing this action. Thor can also collect Runes by throwing Mjolnir near them.



PAUSE MENU

During gameplay, press the START button to pause and display the Pause Menu.

VALOR

Valor is "currency" used to buy upgrades for Thor's abilities. Earn Valor points by defeating enemies using Grapple Power attacks, completing Feats, or accessing Valor Runestones.

Whenever you receive Valor points, the Valor Indicator will appear, showing how much you have.

Valor Runestones are accessed differently from other Runestones. First, approach the Runestone and press the **○** button. Then move the left stick until the left wheel is spinning quickly and glowing blue, and hold the left stick in that position. Likewise, move the right stick until the right wheel is spinning quickly and glowing blue, and hold the right stick in that position. Hold both left and right sticks in the correct position for a short time to release the Valor Runes. But be quick. If you take too much time finding the right positions, the Runestone will explode!

To get an upgrade, access the Valor screen either directly by pressing the **SELECT** button or through the Pause Menu (p.11). You can upgrade from the following categories: General, Melee, Hammer Throw, Lightning Power, Thunder Power and Wind Power. For each category, the first tier of upgrades costs 2,000 Valor points each, the second tier costs 4,000 Valor points, and the third tier costs 6,000 Valor points.

FEATS

Feats are secondary objectives and challenges that Thor can complete to earn bonus Valor points (or even Trophies). Some Feats must be completed within the given level, while others can be completed anywhere.

Access the Feats screen from the Pause Menu (p.11) and view the list of all possible Feats, including those which have yet to be accomplished.



COLLECTIBLES

You will find various collectibles in the game. Some are located in easy-to-find places, others are either hidden somewhere or even in hard-to-reach places.



Mjolnir

Collect five to increase Thor's maximum Health.



Valknut

Collect five to increase Thor's maximum Odinance.



Call of Valhalla

Completely refills Thor's Odinance Meter, and gives unlimited supply of Odinance for a short time.



Gift of the Valkyrie

Once collected, the next time Thor's Health drops to zero, Thor's Health will partially recover. Thor can carry only one Gift of the Valkyrie at a time.



Lightning Bolt

Collect two to unlock a new color for Thor's lightning.



Costume Token

Collect two to unlock a new costume for Thor.

You can change Thor's costume and the color of Thor's lightning in the Options screen.

OPTIONS

Make changes to a variety of game settings. Press the **L2** / **R2** buttons to change pages:

Game

Change settings related to the appearance of the game.

Audio/Video

Change audio and video-related settings.

Controls

Change controller-related settings such as vibration and button assignments.



TROPHIES

As you clear various conditions of the game, you will receive Trophies. These are indicated by an alert sound and a message appearing onscreen. These can be viewed by pressing the **PS** button and selecting Trophy Collection from the home menu.

CHARACTERS

HEROES OF ASGARD

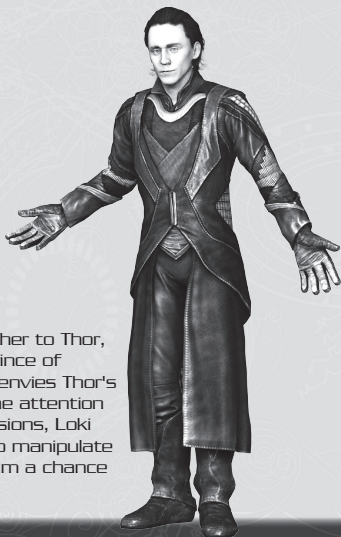
THOR

Mighty Thor is a prince of Asgard, son of Odin, and heir apparent to the Allfather of the Nine Worlds. His superhuman strength and the unimaginable power of Mjolnir, his hammer, make him more than a match for almost any foe.



LOKI

Odin's adopted son and brother to Thor, Loki is outwardly a dutiful prince of Asgard. Inside, however, he envies Thor's powers and charisma and the attention he receives. A master of illusions, Loki plots and schemes, trying to manipulate people and events to give him a chance to prove himself for once.

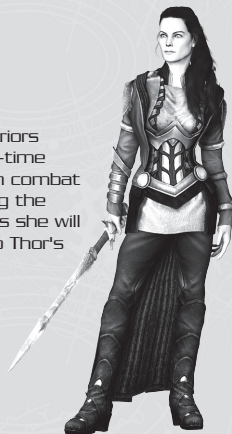


ODIN

Ruler of the Asgardians, father of Thor, Allfather to all. His power is beyond measure. He wants his sons, Thor and Loki, to grow to be responsible leaders, for one day the rule of Asgard and protection of the Nine Worlds will fall to them. He is stern and does not lightly tolerate defiance or questioning of his rule. When roused, his anger can be terrifying.

SIF

One of the greatest warriors in all of Asgard and long-time friend of Thor. Her skill in combat is legendary even among the Asgardians. Odin believes she will one day be important to Thor's rule, as Frigga is to his.



HEIMDALL

Heimdall is the all-seeing sentry of Asgard, charged with guarding the Rainbow Bridge against all invaders. Heimdall puts the defense of Asgard above all things, even his own life.



ENEMIES

YMIR

One of the most ancient and powerful beings in the universe, Ymir is a giant-sized creature made of ice and freezing mist who existed even before Odin. His hatred for Asgard began eons ago, and he has led the Frost Giants in war against Asgard countless times.



SURTUR

Surtur is the ruler of Muspelheim and one of Asgard's eldest and most deadly foes. A giant-sized fire demon, Surtur wields the massive sword Twilight, a weapon nearly equal to Mjolnir in power. Surtur has an unyielding hatred of all Asgardians, particularly Odin. He wants for nothing but to lead his forces against Asgard, reclaim the Eternal Flame and bring about Ragnarok.



ULIK

Ulik is the strongest of the Trolls and ruler of Vanaheim. Both more intelligent and more powerful than others of his kind, Ulik is the pinnacle of Troll evolution. He values strength above all else, and rightly considers himself one of the strongest beings in the universe. Eager to pit his strength against any who would dare challenge him, Ulik finds in Thor a worthy opponent.



MANGOG

Mangog was created by Odin and turned loose on the Vanir. Mangog consumed their souls and went mad as a result. No longer controllable, Odin was forced to imprison Mangog within the Cave of Ages.



LIMITED WARRANTY:

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Obtaining technical support/service

To receive additional support, including troubleshooting assistance, please contact SEGA at:

- Website: www.sega.com/support
- Telephone: 1-800-USA-SEGA

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CAPTAIN AMERICA™

SUPER SOLDIER



**COMING
JULY 19, 2011**

WIELD THE SHIELD AS CAPTAIN AMERICA



PS3

PlayStation 3



PlayStation Network

MARVEL

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