

IRON MAN™



TEEN
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CONTENT RATED BY
ESRB

MARVEL™

SEGA®

⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement 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 2 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.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 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 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.

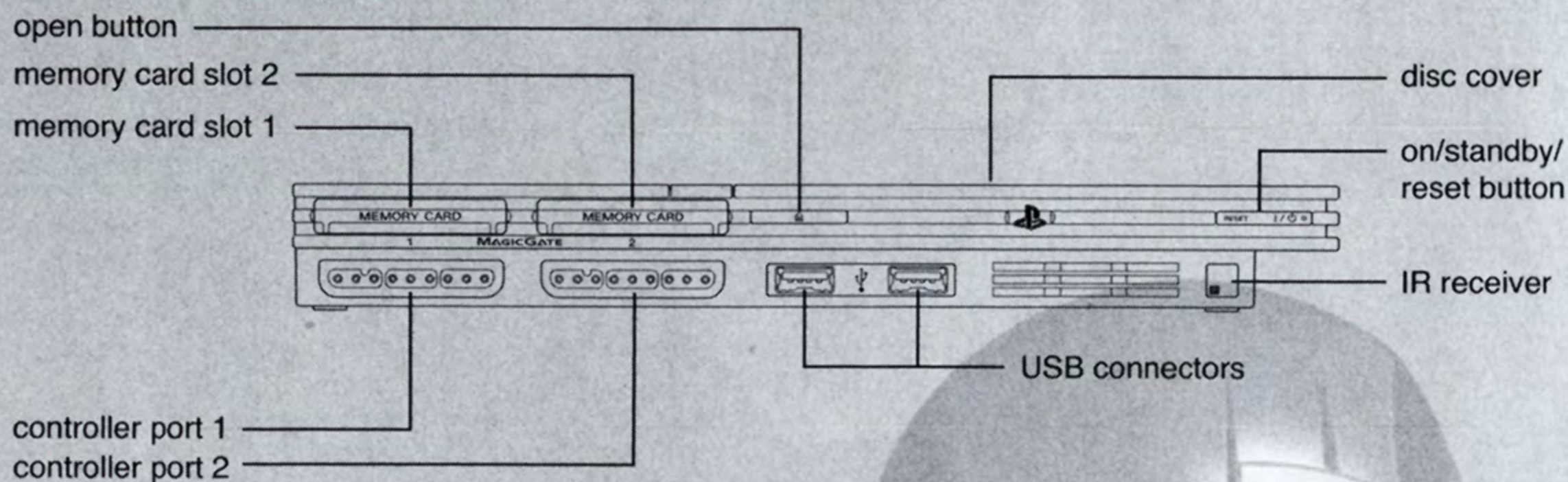
Thank you for purchasing *Iron Man*[™]. Please note that this software is designed for use with the PlayStation[®]2 computer entertainment system. Be sure to read this software manual thoroughly before you start playing.

IRON MAN[™]

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Getting Started



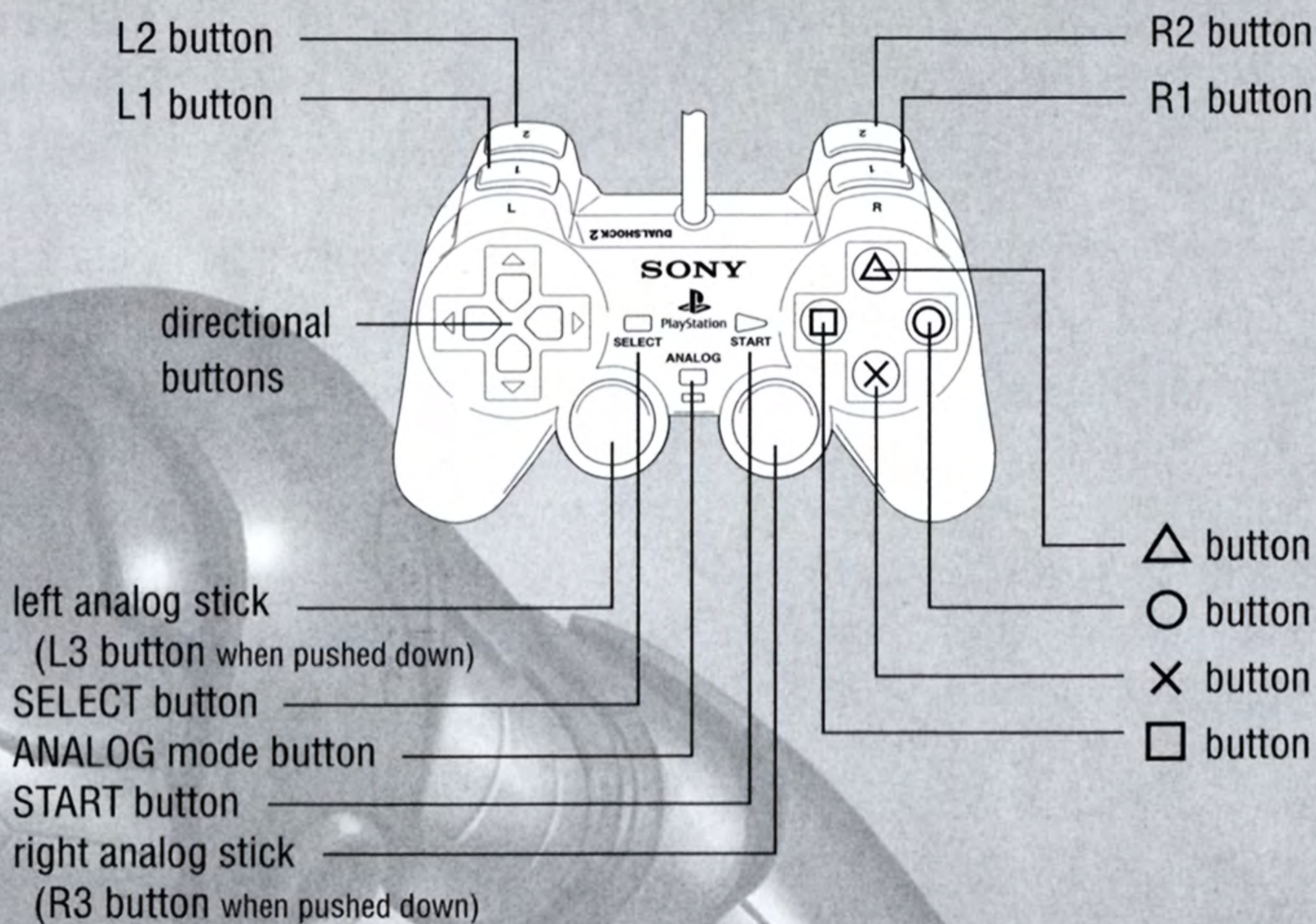
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the *Iron Man*™ disc in the system with the label side facing up. Attach game controllers and other peripherals 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



⊗ button	Dodge/Boost
□ button	Melee Attack
△ button	Select Weapon
○ button	Action Button / Contextual Action Button
left analog stick	Move
right analog stick	Look / Turn
L1 button (tap)	Hover
L1 button (hold)	Hover up
L2 button	Freefall (when hovering)
R1 button	Fire Weapon
R2 button	Afterburner
R3 button	Turn 180 degrees
directional button up	Power Distribution – Armor
directional button right	Power Distribution – Weapon
directional button left	Power Distribution – Propulsion
directional button down	Power Distribution – Even
START	Pause Menu

Introduction

Tony Stark had it all: a genius mind, fame, and even a multinational corporation. But his life would soon change forever. During a routine weapons test in the Middle East, power-hungry militants led a violent ambush against Tony and claimed him as their prisoner. Armed with Stark Industries weaponry, Tony's new foes demanded he construct a new ultimate weapon for them. Instead, with the help of fellow captive Yinsen, Tony built his own ultimate weapon – a powerful suit of armor that served as the key to his heroic escape.

After returning home, Tony's near-death experience drastically altered his outlook on life. The attack against Tony – with his own creations, no less – inspired him to cease production of all Stark Industries weapons, despite the protests of longtime family friend and mentor Obadiah Stane. And that wasn't all. Aided by his charming assistant, Pepper Potts, and equipped with a new suit even more advanced than the one used in his escape, Tony took it upon himself to destroy all Stark weapons in enemy hands – personally. He became more than a man. He became Iron Man.

Advanced Controls

Movement

Use the **left analog stick** for directional movement. Press the **⊗ button** and push the **left analog stick** in any direction to dash. Dash is useful as both an offensive and defensive maneuver.

Hover / Flight



Tap the **L1 button** and you will hover at a steady altitude. Press and hold the **L1 button** and you will gain altitude. When you press the **L2 button**, you will fall to the ground. But don't worry, you take no damage from falling — although any enemy units near the spot where you land will. While hovering, use the **left analog stick** to move.

While hovering, press and hold the **R2 button** to ignite your afterburners and fly forward at great speed. Use the **left analog stick** or the **right analog stick** to turn while flying. Press both the **left analog stick** or the **right analog stick** to turn more quickly.

Combat



To target an enemy, move the **right analog stick** until the targeting reticle changes to indicate you are aiming at a valid target (see Targeting Reticle on page 8).

Press the **△ button** to cycle through available weapons. Press the **R1 button** to fire your currently selected weapon.

Press the **□ button** when close to enemies to launch a melee attack.

Contextual Actions

Some tasks, such as reviving Iron Man's heart, require specific actions in order to perform. When faced with one of these "contextual actions," you will receive an on-screen prompt indicating the buttons you need to press in order to successfully perform this action.

Game Menus

Start Menu



New Game: To start a new game, select Easy, Normal or Hard difficulty and press the **× button**. Then, select a save game slot and press the **× button** to begin.

Load Game: Select a previously saved game.

Options: Adjust game settings (see Options Menu on page 6).

Credits: View the names of the people who helped make this game.

Main Menu

The Main Menu is displayed between missions, and allows you to view your progress, upgrade your suit, save, load, view bonus content and advance to the next mission. Choose from the options on the following page.

Missions



Use the **directional buttons** to select an unlocked mission. A description and objectives are displayed on the right side of the screen. To view your stats from a completed mission, select the mission and press the **△ button**. Press the **⊗ button** to continue. Next, select an unlocked suit and press the **⊗ button**

to continue to the Upgrades screen.

At the Upgrades screen, you may select upgrades that you have unlocked from playing previous missions (see Upgrades on page 10). Once you have chosen the upgrades you want to use, select Start Mission to launch the mission.

Upgrades

Select Repulsor, Ballistic, Explosive or Armor and press the **⊗ button** to view the upgrades that you have unlocked, as well as a research tree showing additional unlockable components.

Save Game

Select a slot to save to and return to the Main Menu.

Options

Change game settings (see Options Menu below).

Bonus

View unlocked bonus material, including concept art, interviews and more.

Options Menu

Control Settings: Use the **directional buttons** to adjust the following control settings:

- **Invert Camera** – Select Yes to reverse vertical camera.
- **Invert Flight** – Select Yes to reverse vertical movement while using afterburners.
- **Camera Sensitivity** – Move slider bar to adjust how quickly the camera moves.
- **Vibration** – Toggle vibration ON/OFF.

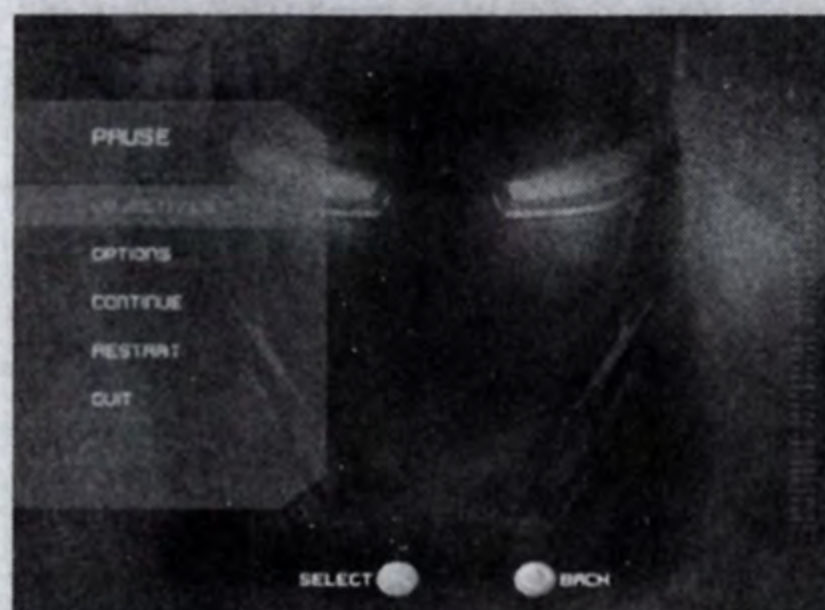
Control Scheme: Choose your controller scheme.

Video: Adjust screen brightness and turn subtitles ON/OFF.

Audio: Adjust volume for music and sound effects/dialog.



Pause Menu



Press **START** while playing to open the Pause Menu, which contains the following options:

Objectives: View objectives for current mission.

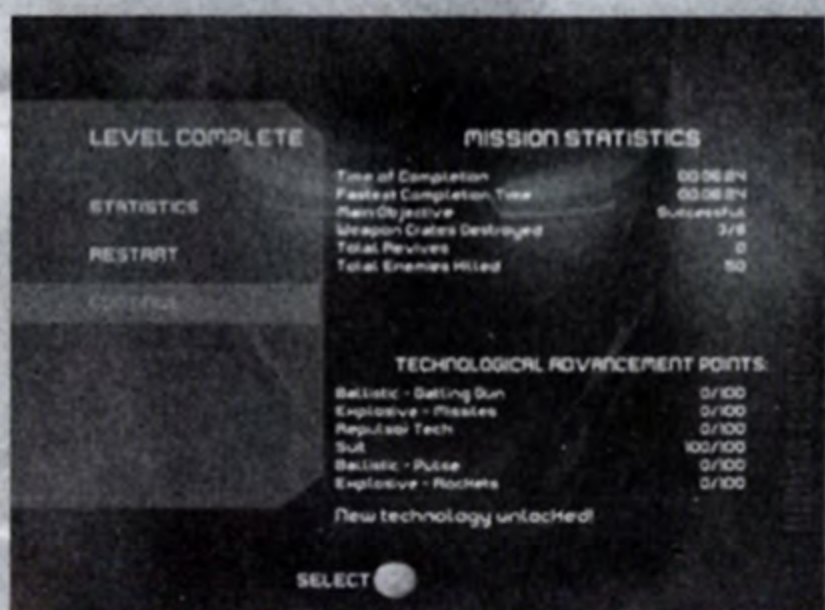
Options: Adjust game settings (see Options Menu on page 6).

Continue: Resume playing current mission.

Restart: Start the mission over again.

Quit: Quit to the Main Menu. Your unsaved progress will be lost.

Mission Complete Screen



At the end of each successful mission, this screen displays information about how well you played. This includes statistics, such as time of completion and total enemies killed along with additional notifications.

Press the **⊗ button** to continue to the Main Menu.

Saving and Loading

When you start a new game, you must choose a save slot. Your progress is automatically saved here following the completion of each mission.

To load a saved game, choose Load Game from the Main Menu.

Heads Up Display



1. Power Distribution/Health: You can concentrate your suit's energy on specific functions by using the **directional buttons**. See Power Distribution on next page for more information.

2. Backup Power Cells: Indicates the number of backup power cells you have. If you lose all of your Health, your suit must be rebooted, which requires a backup power cell. If you lose all of your Health and do not have any backup power cells left, you fail the mission.

3. Weapon: Indicates your currently selected weapon. You can change your weapon by pressing the **△ button**. Weapon ammo and Technological Advancement Points are indicated beneath the weapon name.

4. Targeting Reticle: Indicates where you are aiming. Move the **right analog stick** to move the reticle. Different weapons display different targeting reticles. The reticle will change color when on a target:

- **Blue** – No target
- **Yellow** – Destructible object/non-hostile target
- **Red** – Hostile target

5. Radar: Targets and objectives are indicated by colored blips:

- **Blue** – Mission objective
- **Red** – Enemy target
- **Green** – Special objective

On-screen arrows indicate the direction of targets off the screen, whether on or off the radar.



Iron Man Suit



Without your Iron Man suit, you are just another genius billionaire inventor. This amazing device features the finest in Stark Technologies' weapons, shielding and mobility gear, and allows you to fly, punch holes in tanks, fire missiles, and more. The suit does an exceptional job of absorbing and delivering extreme

punishment. However, it requires substantial power, in the form of backup power cells, in order to function.

The suit automatically repairs damage at a steady rate. If you sustain damage too quickly, the suit will shut down and you will attempt to revive Iron Man manually through a series of contextual actions (see Contextual Actions on page 5). If you fail, the suit will crash and require rebooting before you can continue. Rebooting requires the use of one of your backup power cells, which are indicated at the bottom of the screen below the Power Distribution Gauges. If you lose all of your Health and you have no more backup power cells, you fail the mission.

The suit is equipped with an array of powerful weapons, all with advantages and disadvantages given a particular situation.

Power Distribution

You can concentrate your suit's energy on specific functions by using the **directional buttons**. Press **up** to enhance Armor, which reduces the damage you take and increases the damage you deal with melee attacks. Press **right** to enhance Weapons, which switches the repulsors to the Unibeam. Press **left** to improve Propulsion, which increases the speed of the suit's afterburners. Press **down** to redistribute suit energy equally among all functions.

Upgrades

Between missions, you can obtain upgrades based on your equipment usage. These upgrades enhance various suit components. To upgrade a component, select Energy, Ballistic, Explosive or Suit and press the **X** button. Then highlight the upgrade you wish to use and press the **X** button to select it; all locked upgrades will appear grayed out until you have unlocked them.

Repulsor



Repulsor Beam Upgrade: Increases the damage dealt by your suit's Repulsor Beam. There are four upgrade levels.



Unibeam Upgrade: Increases the damage dealt by your suit's Unibeam cannon. There are four upgrade levels. The Unibeam is upgraded after you have upgraded the Repulsor Beam.

Ballistic



Gatling Gun Upgrade: Increases the damage dealt by your suit's Gatling Gun. There are four upgrade levels.



Pulse Rifle Upgrade: Increases the damage dealt by your suit's Pulse Rifle. There are four upgrade levels. The Pulse Rifle is unlocked after the Gatling Gun is upgraded to a certain point.

Explosive



Rocket Pack Upgrade: Increases the damage dealt by your suit's Rockets. There are four upgrade levels.



Missile Launcher Upgrade: Increases the damage dealt by your suit's Missile Launcher. There are four upgrade levels. The level two upgrade includes an Auto Targeting System. The Missile Launcher is unlocked after the Rocket Pack is upgraded to a certain point.

Armor



Floor Punch: Gives you access to the Floor Punch melee attack.



Power Stomp: Gives you access to the Power Stomp melee attack.



Electro Punch: Gives you access to the Electro Punch melee attack.



NanoTech Knitters: Increases the regeneration rate of the Armor sub-system.



Repulsor Floor Punch: Gives you access to the Repulsor Floor Punch melee attack.



Turbo Boost: Increases the speed of your afterburners.



Kamikaze: Gives you access to the Kamikaze attack, which deals great damage to your target at the cost of some damage to you.



Anti-Missile System: Allows you to target and destroy incoming enemy missiles.

Weapons

To cycle through and select a weapon, press the **△ button**. To fire, press the **R1 button**. Note that you can only equip three weapons per mission.

Flamethrower

The Mark I suit, which is available only in the first mission, features a deadly flamethrower.

Melee Attack

Press the **□ button** to perform a melee attack. This attack is effective against all opponents, including tanks and other vehicles.

Repulsor Beam

Although not as powerful as the Unibeam or Missile Launcher, the Repulsor beam is quick to fire and doesn't use much energy.

Unibeam

The Unibeam is your deadliest implementation of the Repulsor technology, and it is able to take out most enemies at long range. Firing the Unibeam drains you of most of your weapon energy, however, has significant recoil, and requires that you remain stationary in order to fire it. The Unibeam takes longer to recharge than any other weapon.

Gatling Gun

This rapid-fire weapon holds plenty of ammo and is great for sweeping land-based units.

Pulse Rifle

A gun that fires an electrified bullet, which is capable of dealing more damage than a regular Gatling Gun.

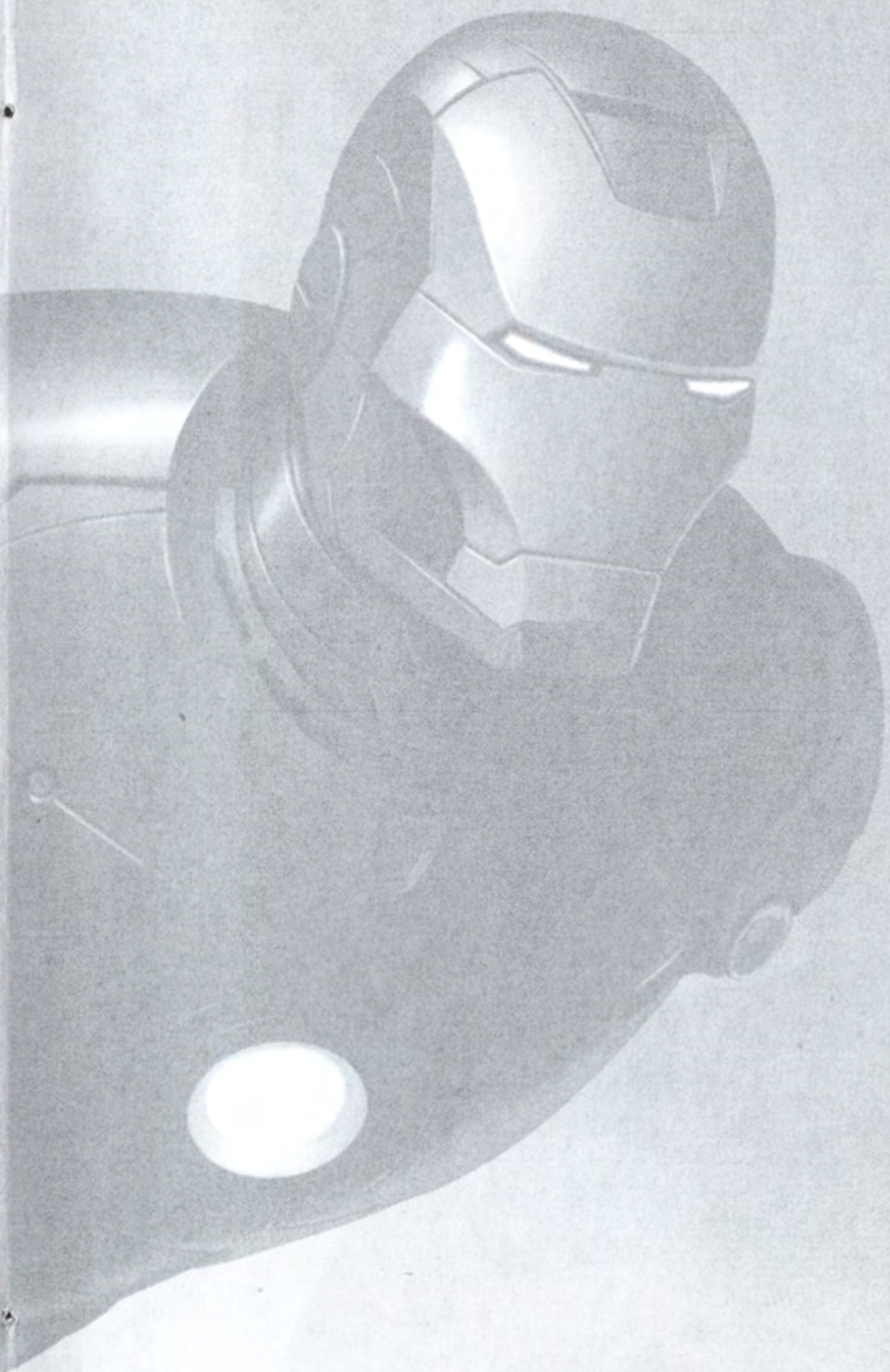
Rockets

This long-range, high-powered weapon fires a single devastating rocket.

Missile Launcher

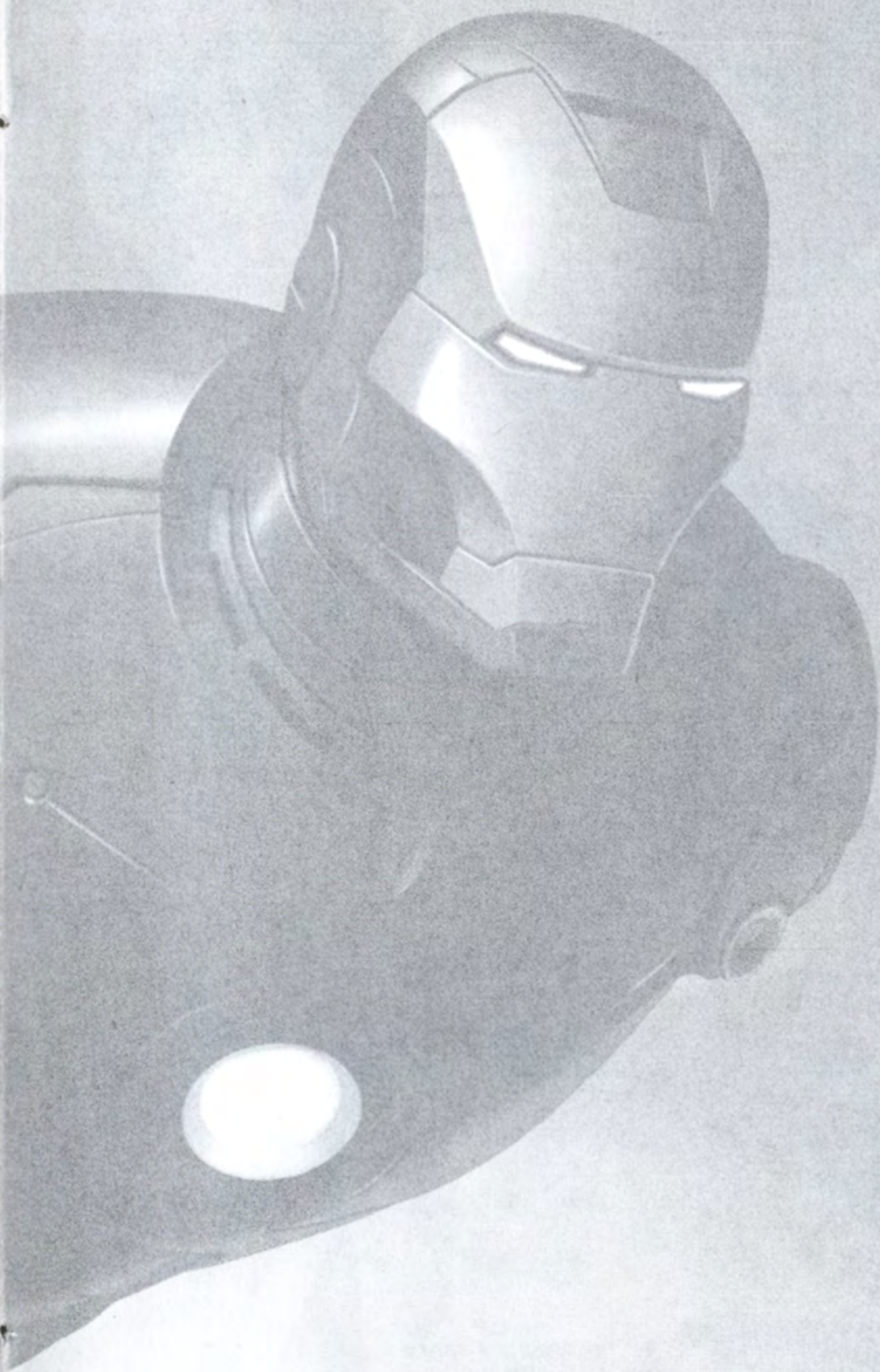
This multi-shot weapon fires a volley of deadly missiles. Press and hold the **R1 button** to lock onto multiple targets and release to fire.

Notes



Notes





IRON MAN™

When billionaire inventor Tony Stark puts on his suit of super-powerful armor, he becomes Iron Man! Able to fly faster than a jet plane, and equipped with repulsor blasters and missiles, he's the most powerful, high-tech super hero in the world!



IRON MAN™ MASK & REPULSOR GAUNTLET

Put on the armor of the invincible Iron Man!

6" IRON MAN™ FIGURES *OTHER FIGURES AVAILABLE.*



IRON MONGER™



IRON MAN™ MARK III



IRON MAN™ MARK I



IRON MAN™ N.R.F. 425 BLASTER

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- Telephone: 1-800-USA-SEGA

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