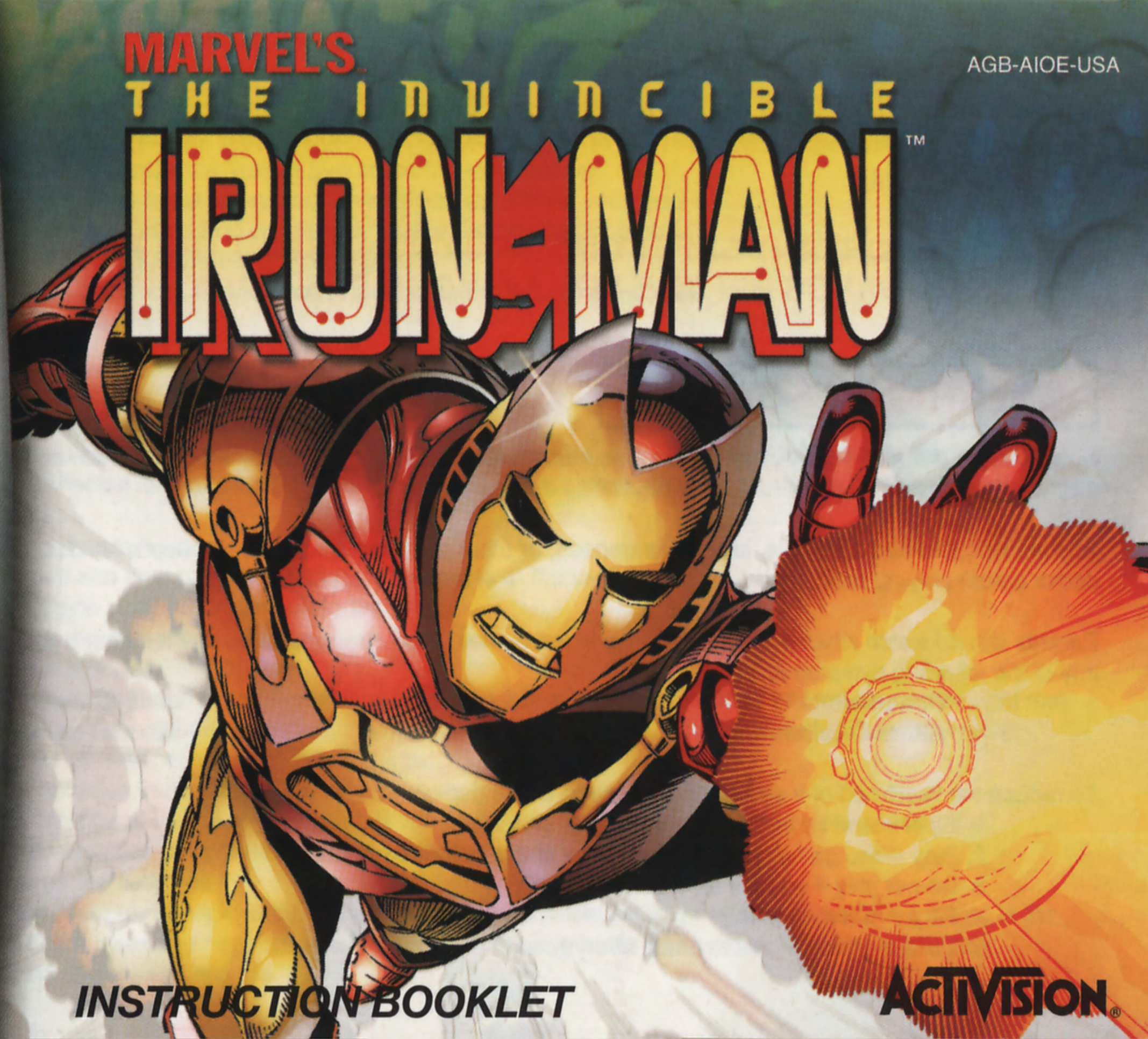
GAME BOY ADVANCE

AGB-AIOE-USA

MARVEL'S

THE INVINCIBLE IRON MAN™



INSTRUCTION BOOKLET

ACTIVISION®

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



EVERYONE
VIOLENCE

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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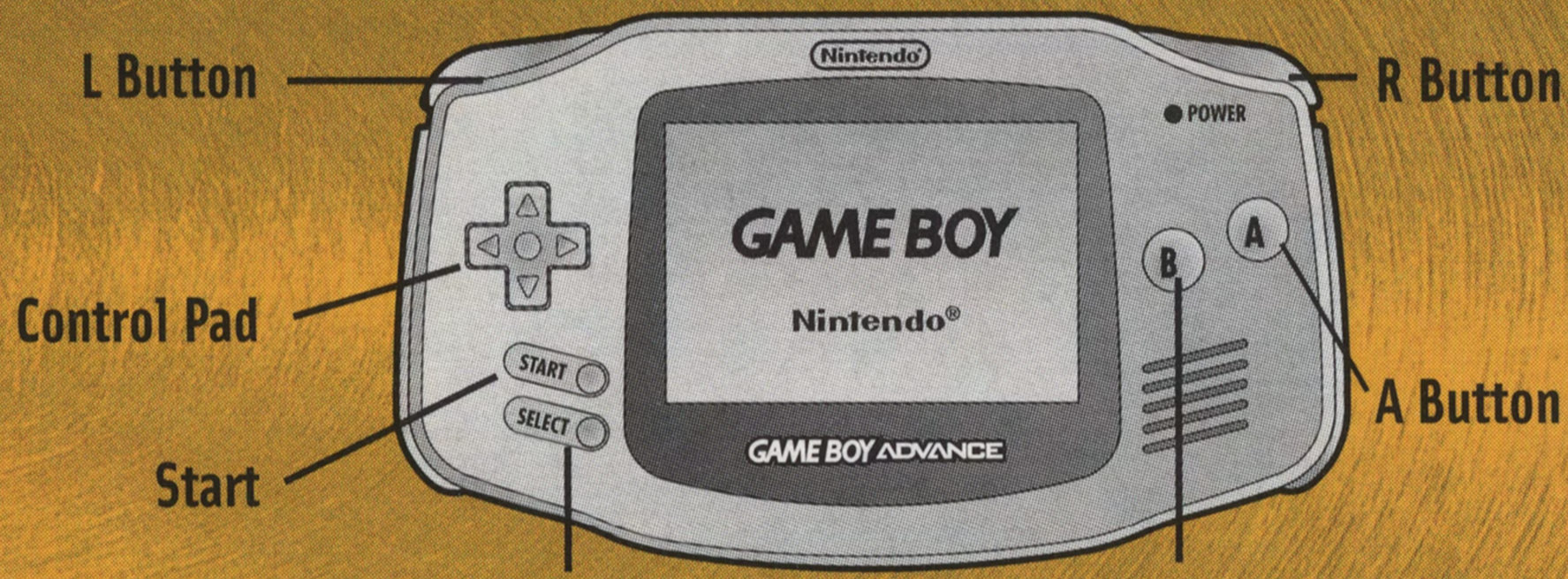
Starting the Game

- Make sure the POWER switch is OFF.
- Insert the Iron Man™ Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.
- Turn the POWER switch ON.

Note: The Iron Man™ Game Pak is for the Game Boy® Advance system only.

Game Boy® Advance Controls

All of the instructions refer to the default control scheme.



Main Menu



New Game – Start a new game of Iron Man™.

Continue Game – Load a saved game and play from where you left off.

Sound On/Off – Turn the music and sound effects on or off.

Bonus – Select Bonus to access extras unlocked while playing the game, or to view the credits.

Options Menu



Use ↑ and ↓ on the Control Pad to select options, then use ← and → to change the settings. Use the **A Button** to accept your highlighted selection. Use the **B Button** to go back to the Main Menu.

Gallery – Select Gallery to see all of the Iron Man comic images you've unlocked by collecting Gallery pickups.

Level Select – If you've played through the game and defeated every level, you can choose Level Select to pick the level you want to play.

Credits – Select Credits to see the names of all the great people who created the Iron Man game.

Load Game Menu

Select Continue Game from the Main Menu to go to the Load Game Menu. You can select a previously saved game to continue.

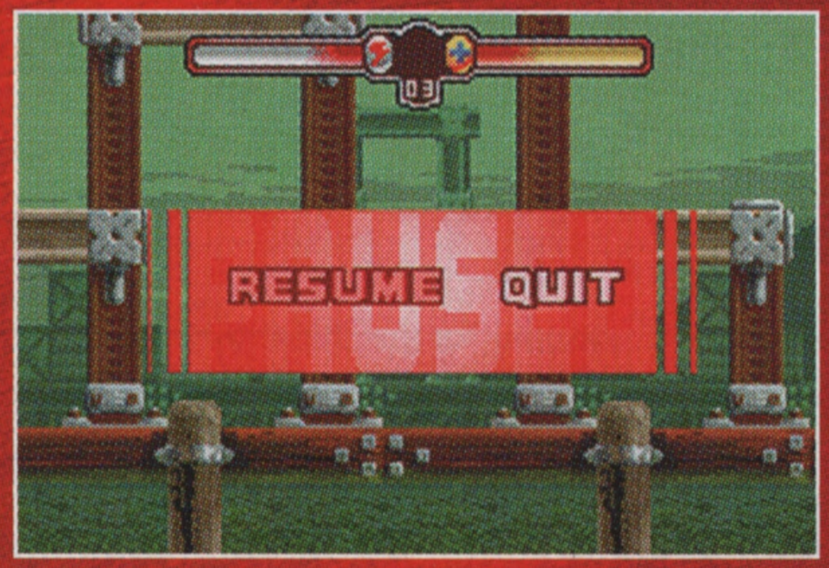


Pause Menu

Press START during gameplay to access the Pause Menu.

Resume – Select Resume to go back to your game when the coast is clear.

Quit – Select Quit if you have to leave play and do something less fun.



On-Screen Display

Health

Iron Man's current health. When the Health bar empties, you lose a life.

Lives

The total number of lives you have left. You can acquire an unlimited number of lives.

Suit Energy

Your Suit Energy is used up by firing weapons, and slowly recharges over time. When your Suit Energy reaches 0, the firing rate of weapons is reduced.

Special Weapon

You've collected a Uni Beam power-up. Use it well.

Boss Health

The Boss Health bar is displayed during Boss fights, showing the current health of the Boss.



Saving Games

Iron Man will automatically save at the start of each level. If you lose a life during the level, you'll restart play either at the beginning of the level, or, if you've gone far enough, at the last respawn point. A respawn point is a spot in a level that's activated once you've made it that far. The respawn points are shown as small, flashing blue beacons.



Gameplay

Crouch: Press ↓ on the Control Pad to crouch and duck under attacks. You can fire your weapons while crouching.

Look Up/Down: Hold ↑↓ on the Control Pad to shift the camera view so Iron Man is no longer in the center of the screen. This way you can look at areas off-screen.

Jump: Press the **A Button** to make a short, controlled jump.

Boost Jump: Double-tap the **A Button** and hold it down to fire a blast from the Jet Boosters for a longer and higher jump. The longer you hold the **A Button** down, the higher the jump.

Fire Standard Weapon: Press the **B Button** to fire the Standard Weapon left or right. This weapon uses Suit Energy.

Fire Charged Standard Weapon: Hold down the **B Button** to slowly build up a more powerful blast of energy. If the **B Button** is released before the weapon is fully charged, the blast will be smaller. This weapon uses more Suit Energy than firing in standard mode.

Shoulder Charge: Press the **R Button** to perform a charge attack that can knock enemies back as well as damage them.

Fire Special Weapon: Press the **L Button** to fire the Uni Beam or Super Uni Beam. You can only fire these weapons once before having to collect the Uni Beam pickup again.

Weapons

Standard Repulsor Beam: Built into Iron Man's palms, the Repulsors are a quick shot attack firing small bursts of energy in rapid succession.



Charged Repulsor Beam: A supercharged blast built up in the Repulsors that has a larger beam and uses more energy to deal greater damage.



Uni Beam: Collect this power-up to fire a devastating beam of energy from Iron Man's chest, destroying everything in its path. Each Uni Beam power-up can only be used once.



Super Uni Beam: Collect two Uni Beam power-ups to fire a super blast, clearing all the enemies nearby in one shot.



Enemies

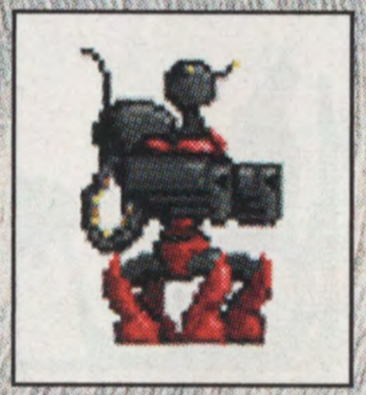
Light Infantry

These gangly robots are equipped with lethal laser weapons. Individually they are no match for Iron Man, but their sheer numbers make them dangerous.



Regular Infantry

Large, four legged robots that can shoot diagonally with dual weapons, making it hard to duck their fire.



Heavy Support

Lobbing explosive grenades, these soldiers add backup to the regular infantry. They're especially dangerous when positioned on high ground, raining destruction on those below.



Kamikaze Robot

These maniacal robots are programmed to scuttle straight for any intruder and explode, destroying everything in the vicinity.



Flying Robotic Defense

Created to patrol open areas and attack intruders, these mechanical guards fly after their targets attacking with directional fire and grenades.



Armored Infantry

These heavily armored troops are the elite force in Crimson Dynamo's army. Cybernetically enhanced and using state-of-the-art weaponry, they're a sizeable threat, even to Iron Man.



Security Turrets

Turrets can be found fixed to nearly any surface and fire a range of projectiles: directional bullets, bounce grenades and timed grenades. These turrets can be a serious hazard, especially in confined spaces.



Bosses

Blizzard

Blizzard is one of Uber-Boss Dynamo's favorite accomplices. He's mean, cold and loves to put the "freeze" on Iron Man. Blizzard's main attack is the Cold Blast, a triple blast of freezing cold. He can also create an Ice Shield that protects him from many of Iron Man's attacks. And if he's really mad, he'll create an Icicle Storm, causing a torrent of icicles to rain from above and smash whatever they hit. Get through the Ice Shield any way you can, and beware of Blizzard recharging his powers in his cryogenic chamber. As long as his cryogenic chamber still stands, Blizzard remains almost unbeatable. Better dress warm!



Crimson Dynamo

Crimson Dynamo has stolen Iron Man's battlesuit data and created the ultimate weapon and defense mechanism: he has programmed his own suit to absorb all energy blasts fired at him. The suit actually uses that energy to make Dynamo more powerful! He can fire energy beams and punch with an electric shock, and Dynamo has such a command over electricity that he can even send it through the floor and into your body. Frankly, you're better off missing him with standard weapons than hitting him, and if you can find a way to momentarily slow him down, you might have a chance to get up close and personal.



Power-Ups

Health

Collect this power-up to restore your health by 25, to a maximum of 100.



Suit Energy

This power-up restores your suit energy by 25, to a maximum of 100.



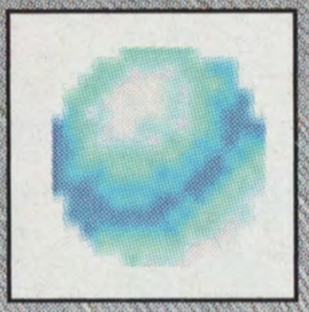
Lives

The Life power-up adds one life to the current total. You can collect an unlimited number of lives.



Uni Beam

Grab a Uni Beam whenever you see one! You can then fire the Uni Beam special weapon once. Collect two Uni Beam power-ups to fire the Super Uni Beam.



Invulnerability

This makes you invulnerable to damage for 15 seconds.



Bonuses

Gallery Pictures

On each level there's a hidden Gallery power-up. Collect them to unlock Iron Man comic book covers in the Gallery Menu.



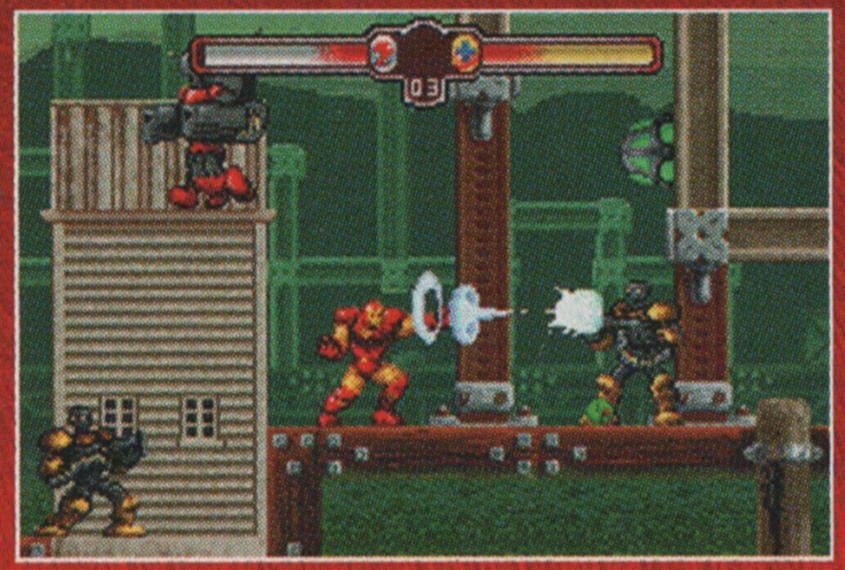
Level Select Screen



When you've defeated all the levels in the game and been proven victorious, the Level Select option is enabled in the Main Menu. From the Level Select screen you can load any of the levels in the game. When you complete a level from the Level Select screen, you will automatically advance to the next level in sequence. Go back to the Level Select screen to play a different level.

Locations

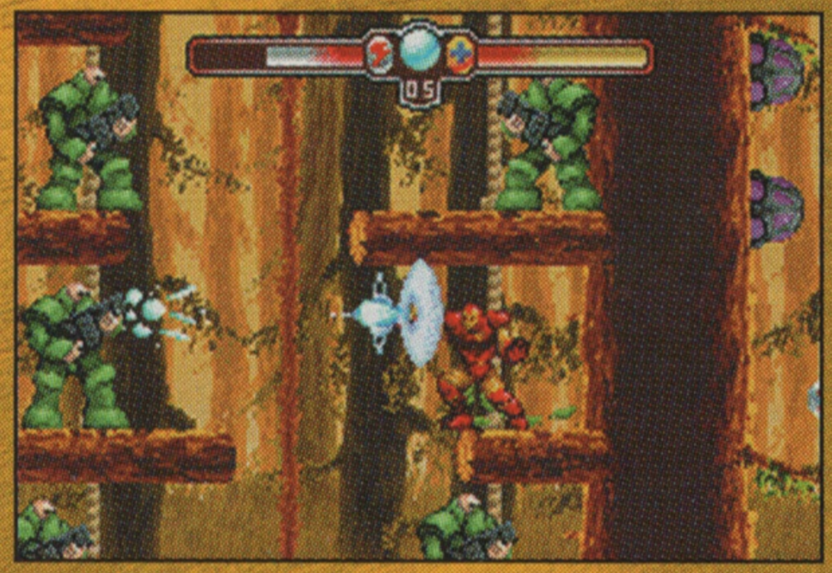
Fortified Docks



The Docks are a series of wooden jetties and ramshackle buildings built out over the water and protected by numerous turrets and crawling with hostile robots. The docks are a safe supply point for the military camp in the nearby forest, and only a Super Hero™ could possibly fight his way across such a protected environment.

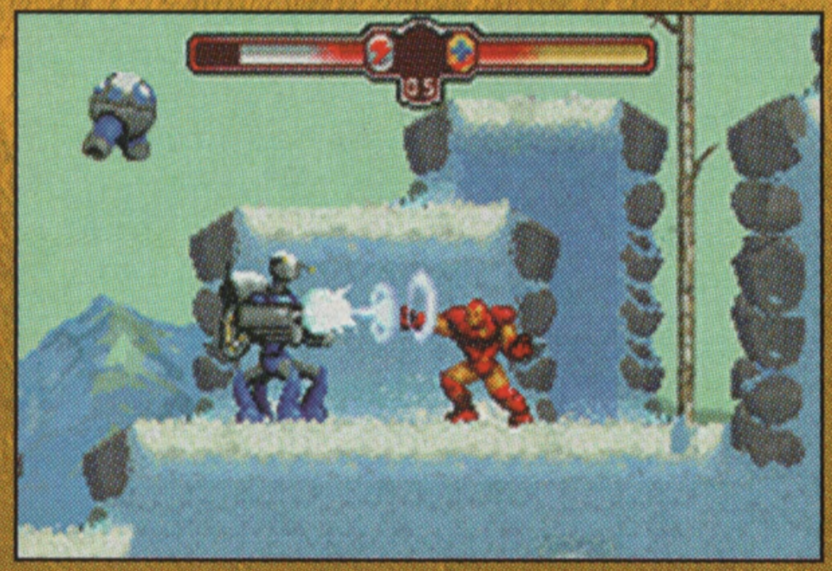
There's a well-known criminal hiding among the Dock's barrels and barnacles—Iron Man's cousin Morgan Stark! Iron Man's own flesh and blood has stolen his battlesuit, and Stark plans to transmit the secret information encoded within the suit to someone else—for a pretty penny. Iron Man might be able to retrieve the suit, but he can't allow his secrets to reach the hands of villainy.

Dark Forest



Hidden deep within these ominous pine woods and their tall enshrouding trees is a secret military installation where someone is training a private army. Iron Man must confront the heavily armed soldiers and try to discover who has organized their formidable ranks. Not an easy task, especially when enemies are hidden behind trees, in the trees, above the trees...keep your eyes open, you never know who might show up!

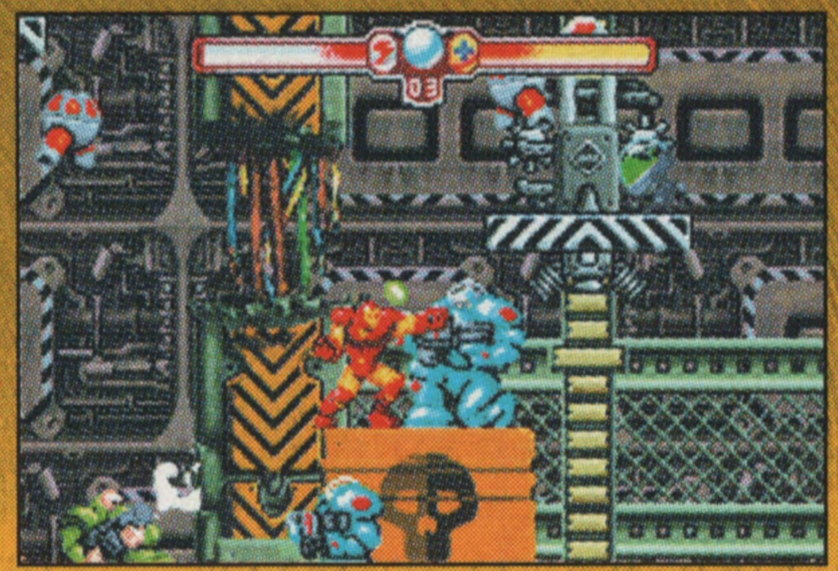
Alpine Snow



Iron Man pursues the army's commander, Blizzard, through freezing snow and ice, battling his minions throughout dark caverns in hopes of locating the stolen suit data. Snowdrifts and rocky cliffs dominate the terrain, and flying robots patrol the air maintaining a security zone for the Industrial

Research Tower at the summit of the mountain. Below the Tower is an ice cavern, and you can bet this chilling enclosure with its cryogenic restoration chamber is somebody's home turf. You may be able to get in there looking for answers, but will you get out?

Industrial Research Tower



High atop the mountain, Crimson Dynamo has constructed a high-tech tower fortress to research and develop new weapons technology for his forest army below. Data has been collected from Iron Man's suit, and throughout the building scientists are working non-stop on prototype armor variations and weapons that Dynamo plans to unleash on the world. If you can fight your way through the hordes of enemies guarding the facility, you just might find the data-decoding chamber and discover face to face who's been pulling the strings all along. But not so fast, because narrow, turreted chambers, enforced security walls and streams of elevators must be negotiated first, and let's just say the good folks in the Tower have been expecting you.

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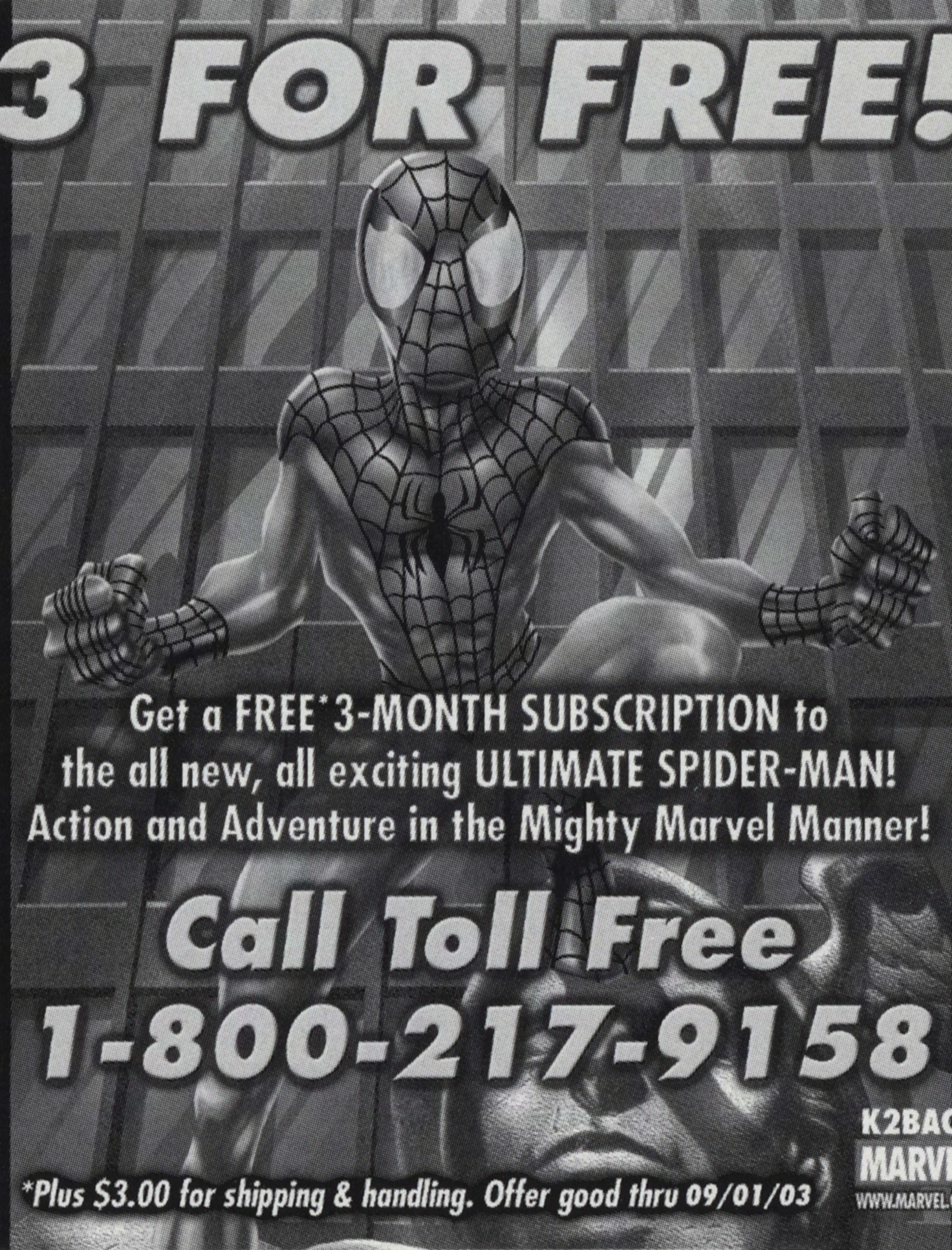
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Notes

Notes

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