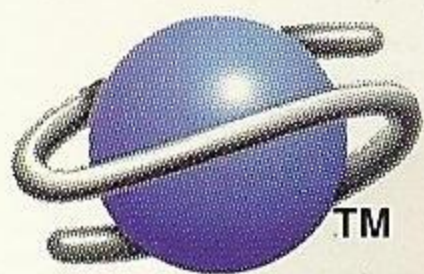


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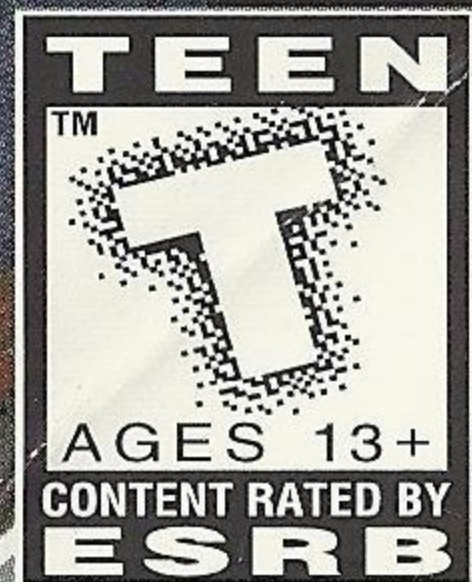
MARVEL  
COMICS

VALIANT™

# IRON MAN™ X-O™ MANOWAR™ IN HEAVY METAL™



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FOR PLAY ON THE SEGA SATURN™ SYSTEM.



T-8119H



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- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn™ compact disc.
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# CONTENTS

Comic Prelude .....	2-11
Starting Up .....	12-13
Options .....	14-16
Game Features .....	17-25
Screen/Meters .....	17
Saving Games .....	18-19
Weapons .....	18-21
Power-Ups .....	22-24
Default Controls .....	25-27
Basic .....	25
Fighting .....	26-27



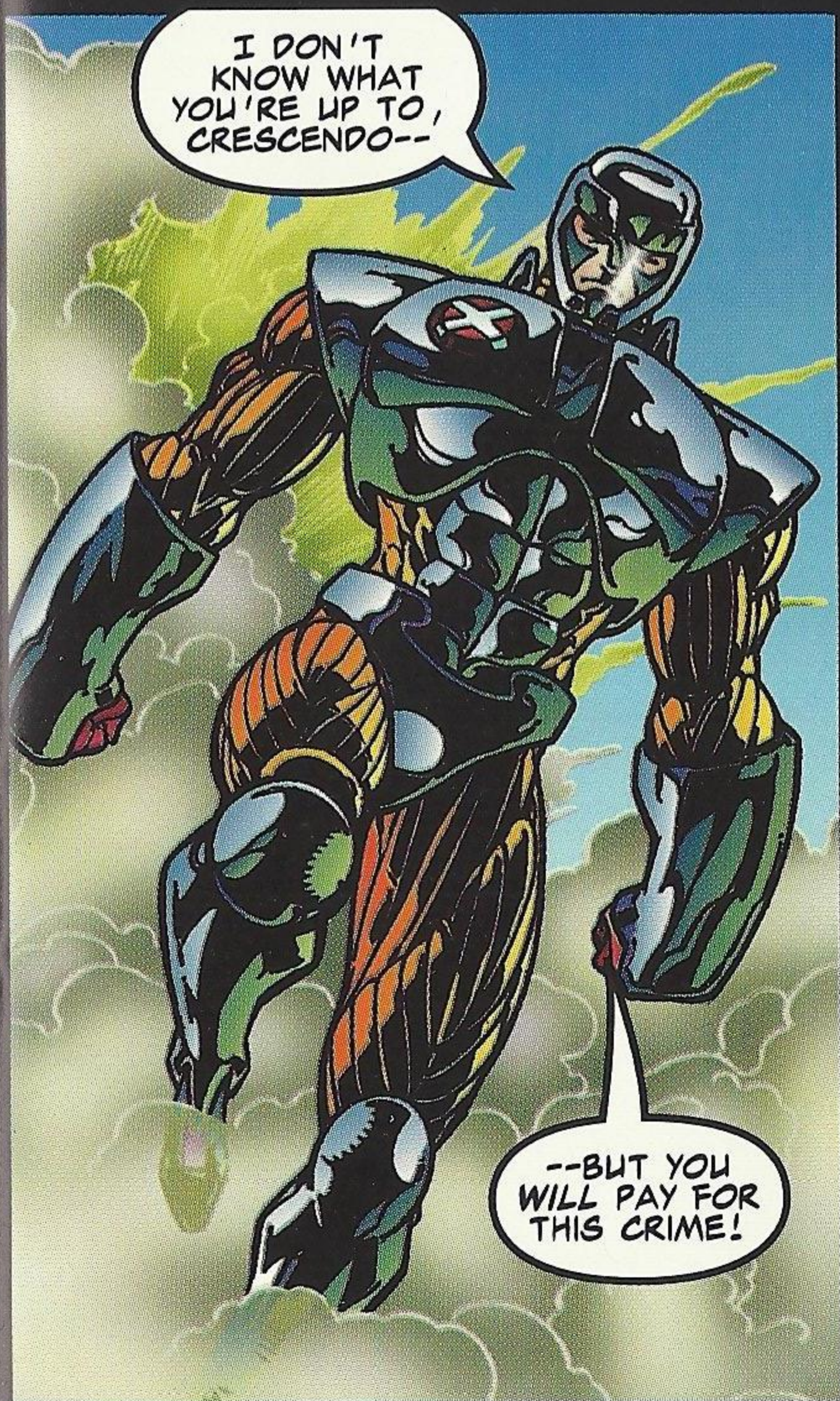
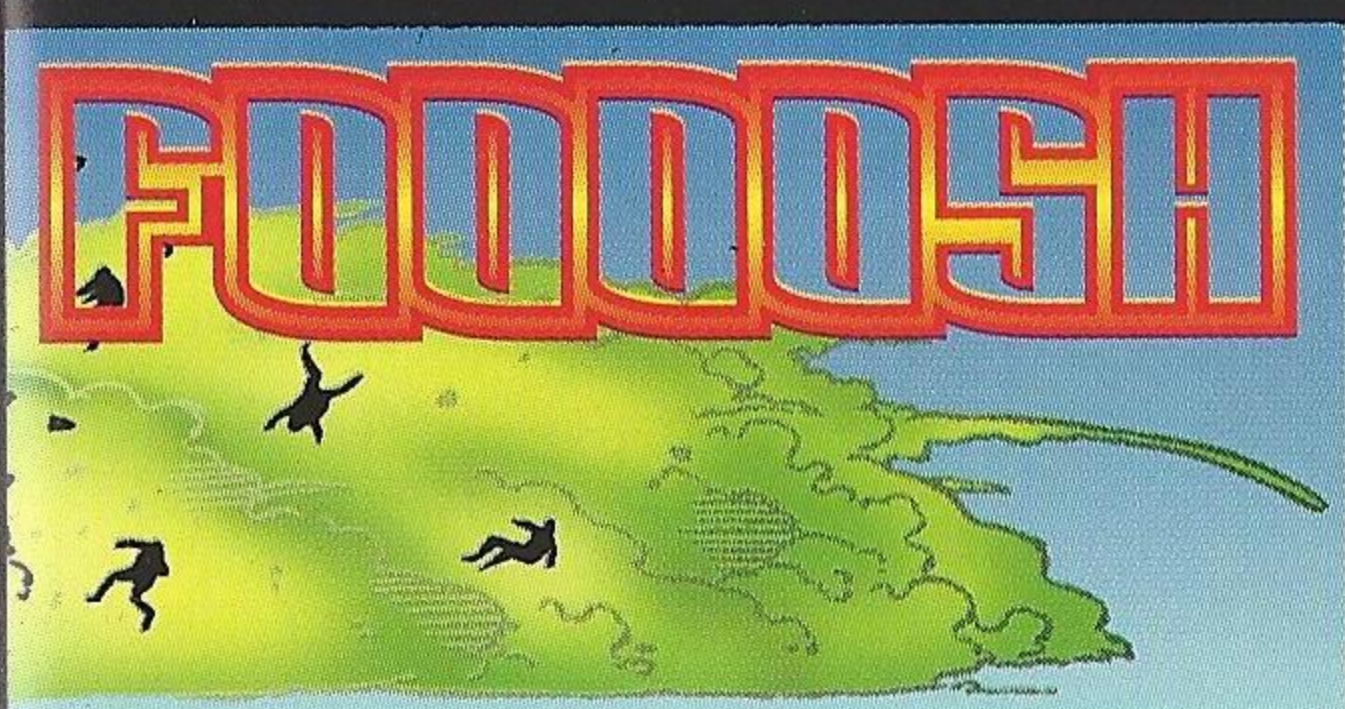
CALTECH HIGH ENERGY  
RESEARCH FACILITY,  
PASADENA, CA.

**CURS!**  
YOU DO WELL  
AT ASSAULTING  
INNOCENTS--

--NOW TASTE  
THE FURY OF A  
TRUE WARRIOR!

**X-O  
MANOWAR!**

=BAKK=



CRESCENDO'S LAIR HOURS LATER.

MISTRESS... WE HAVE THE FRAGMENT!

X-O TRIED TO INTERCEDE... HE CUT DOWN TWENTY OF OUR MEN.

EXCELLENT, AUGUR.

TWENTY, TWENTY THOUSAND, TWENTY MILLION--

A SMALL PRICE TO RULE A UNIVERSE.

IF OUR ALLIES ON THE "OTHER SIDE" HAVE DONE THEIR JOBS, THEN NOTHING--

--NOT EVEN X-O MANOWAR-- CAN STOP US!

NOW SHOW ME THIS "ROCK OF REALITY," AUGUR.

AT ONCE, MY LADY.



GLORIOUS!

ANOTHER TIME.  
ANOTHER REALITY.

NICE THROW,  
TITANIA!

I'M  
SURE THE  
PRISON SOFTBALL  
TEAM COULD USE  
YOU BACK!

STAY  
STILL YOU  
ARMOR-PLATED  
IDIOT!

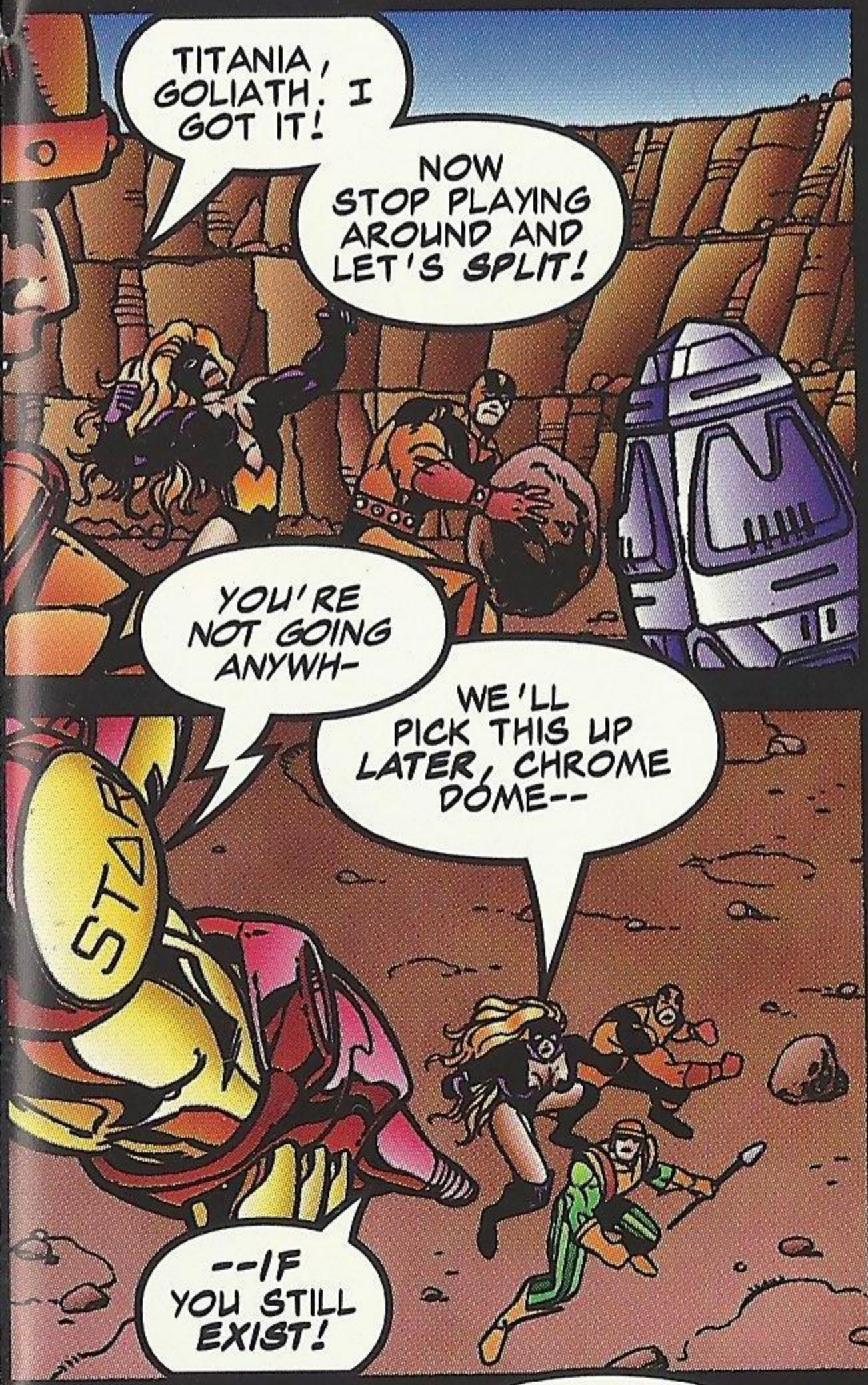
THAT'S  
IT KEEP HIM  
BUSY--

OOOFFFFFFFFFF





--WHILE I GET THE NEXT FRAGMENT.



TITANIA, GOLIATH. I GOT IT!

NOW STOP PLAYING AROUND AND LET'S SPLIT!

YOU'RE NOT GOING ANYWH-

WE'LL PICK THIS UP LATER, CHROME DOME--

--IF YOU STILL EXIST!



THEY TELEPORTED AWAY!

WHAT DID SHE MEAN "IF I STILL EXIST"?

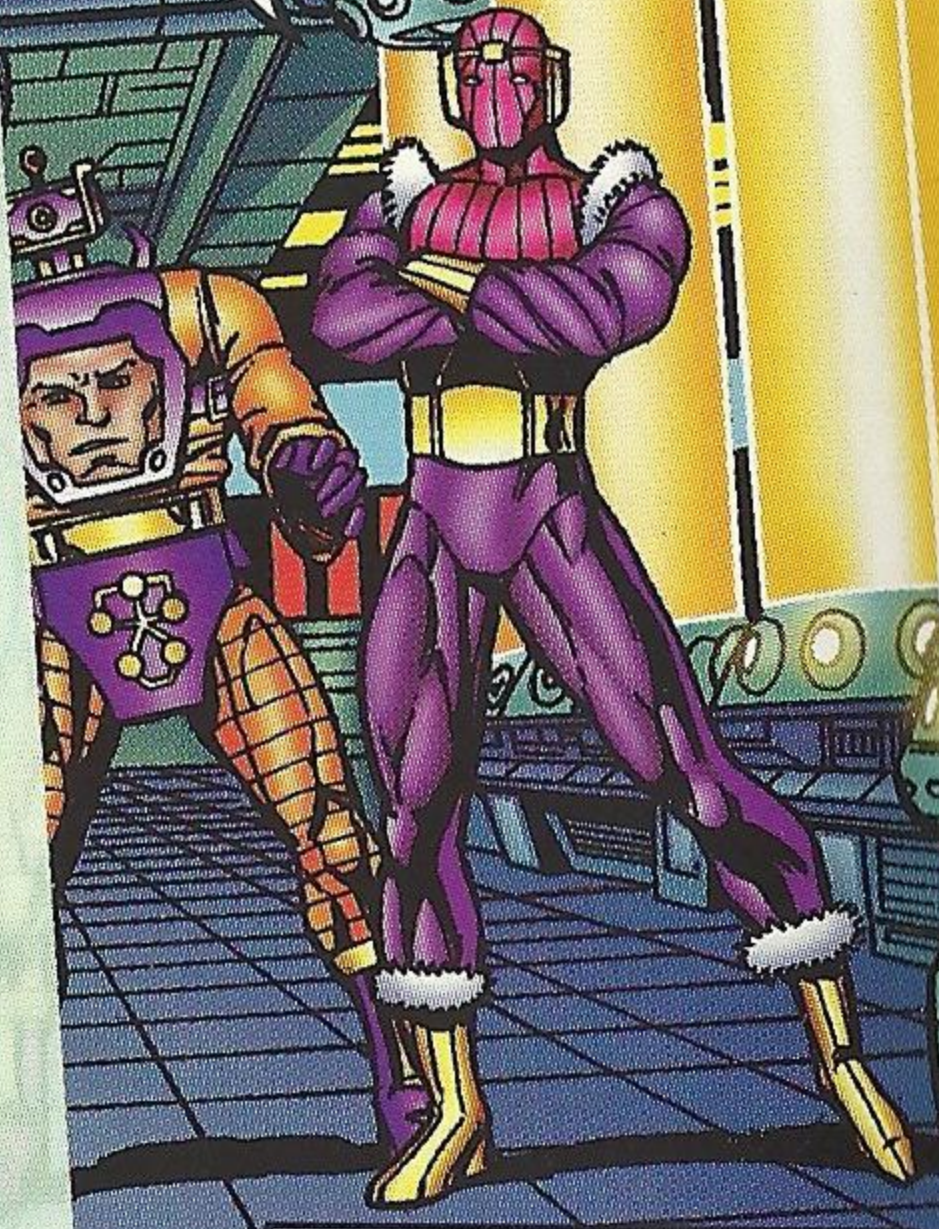
**THE ISLE  
OF EXILES.**



A FEW MORE PIECES AND THE PUZZLE WILL BE COMPLETE, ZOLA.

THEN THE SECRETS WILL BE REVEALED TO US!

MELTER, REPORT.

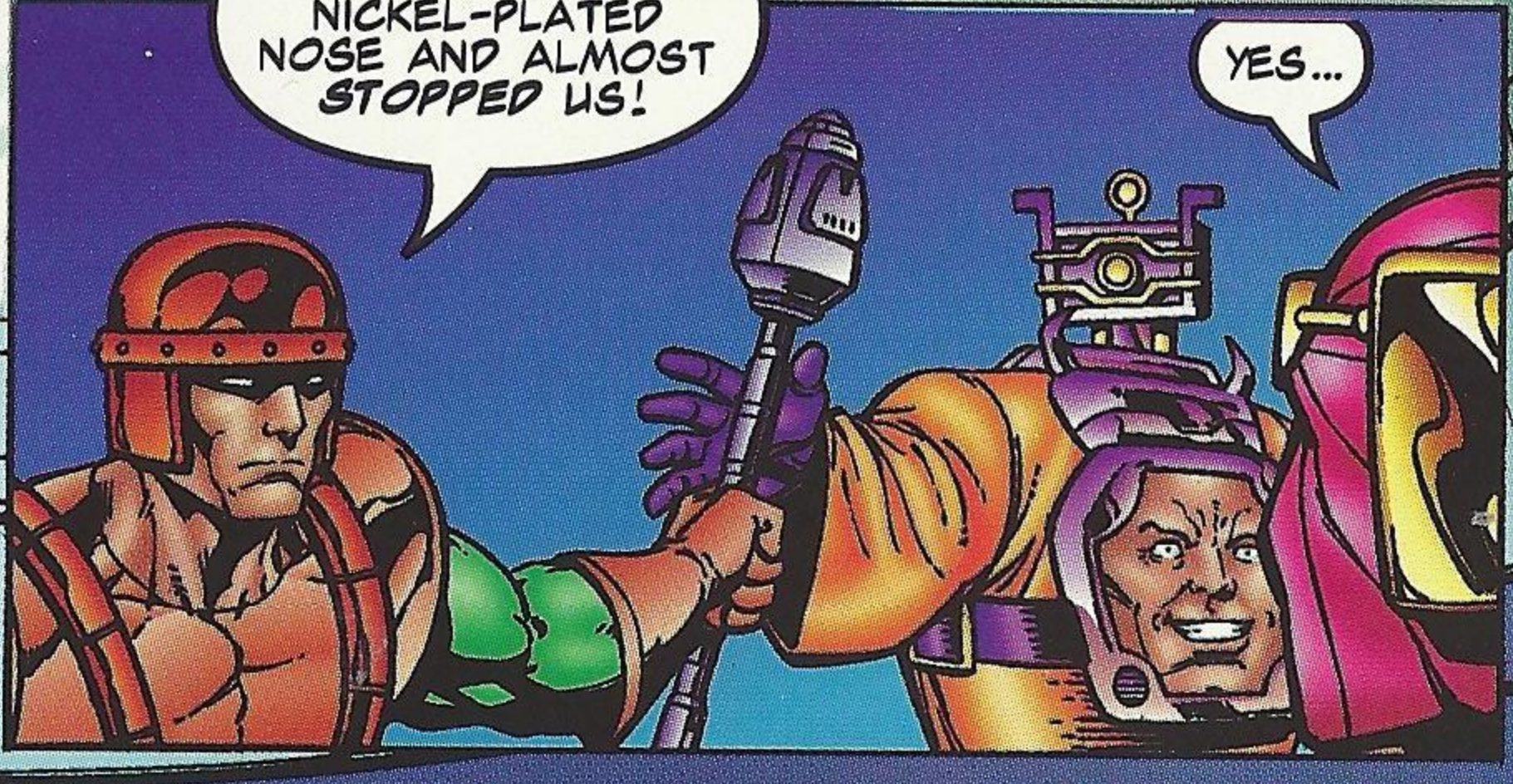


HIS INTERFERENCE WAS NOT UNEXPECTED, BUT IRON MAN'S FORMIDABLE OPPOSITION IS TOO LITTLE, TOO LATE.

WE GOT THE CUBE FRAGMENT, BARON, BUT--

--IRON MAN STUCK IN HIS NICKEL-PLATED NOSE AND ALMOST STOPPED US!

YES...



WE NOW HAVE ENOUGH SHARDS OF THE COSMIC CUBE TO OPEN A RIFT BETWEEN THE DIMENSIONS.

WHEN COMBINED WITH THOSE PIECES COLLECTED BY OUR ALLIES FROM THE "OTHER SIDE" --

--THE POWER TO RESHAPE REALITY WILL BE MINE!

I WILL BE A **GOD!**

IS ALL IN READINESS FOR THE ARRIVAL OF OUR GUEST?

YES, BARON.

GOOD LET US BEGIN!

HOURS  
LATER.

MORE  
POWER,  
ZOLA--

--THE DIMENSIONAL  
GATE HAS ALMOST  
STABILIZED!

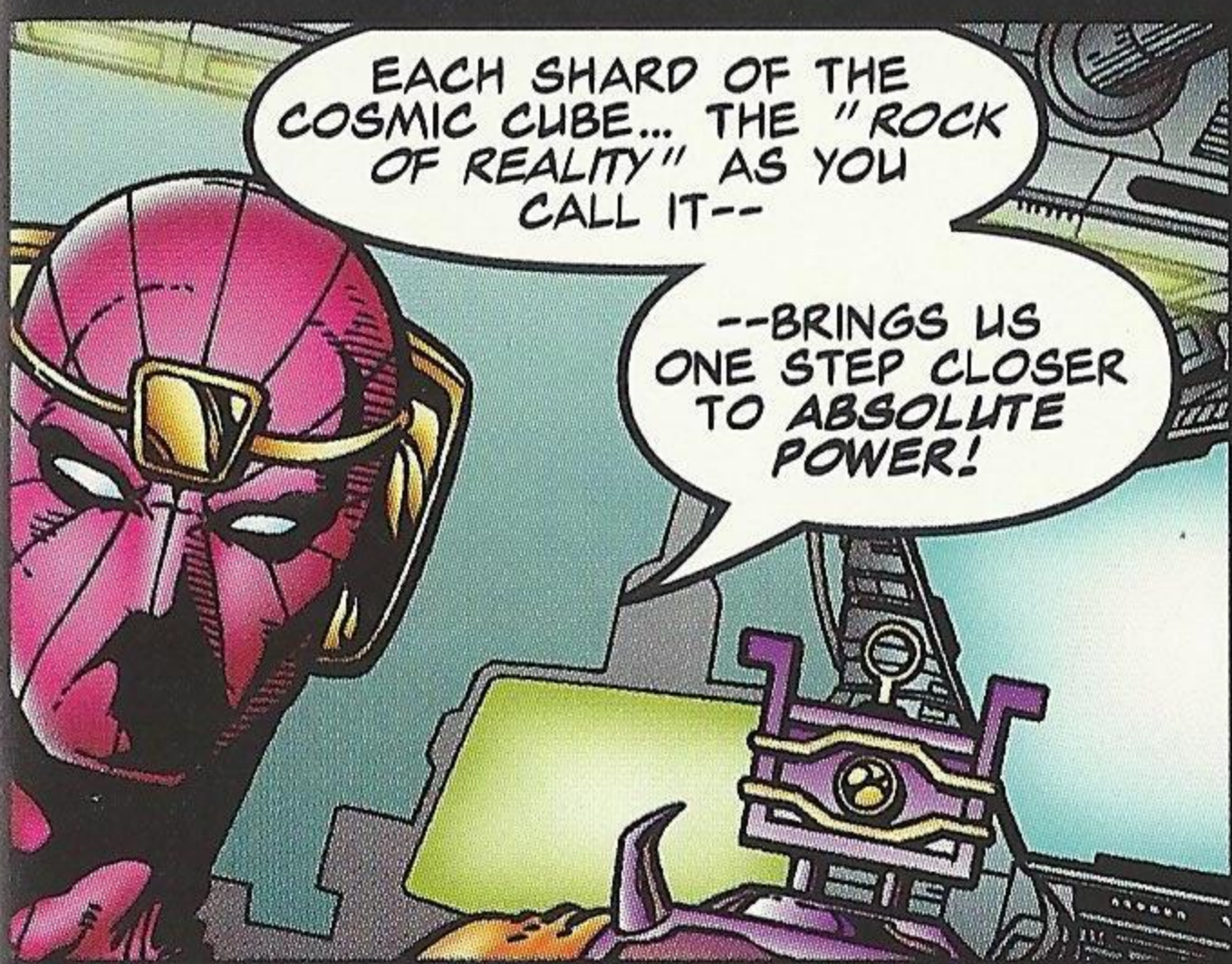
AS YOU  
COMMAND,  
BARON.



BARON ZEMO. I BRING YOU GREETINGS FROM THE FIRST ONE, MISTRESS CRESCENDO.

SHE WISHES ME TO CONVEY THAT ALL GOES ACCORDING TO SCHEDULE.

EXCELLENT.



EACH SHARD OF THE COSMIC CUBE... THE "ROCK OF REALITY" AS YOU CALL IT--

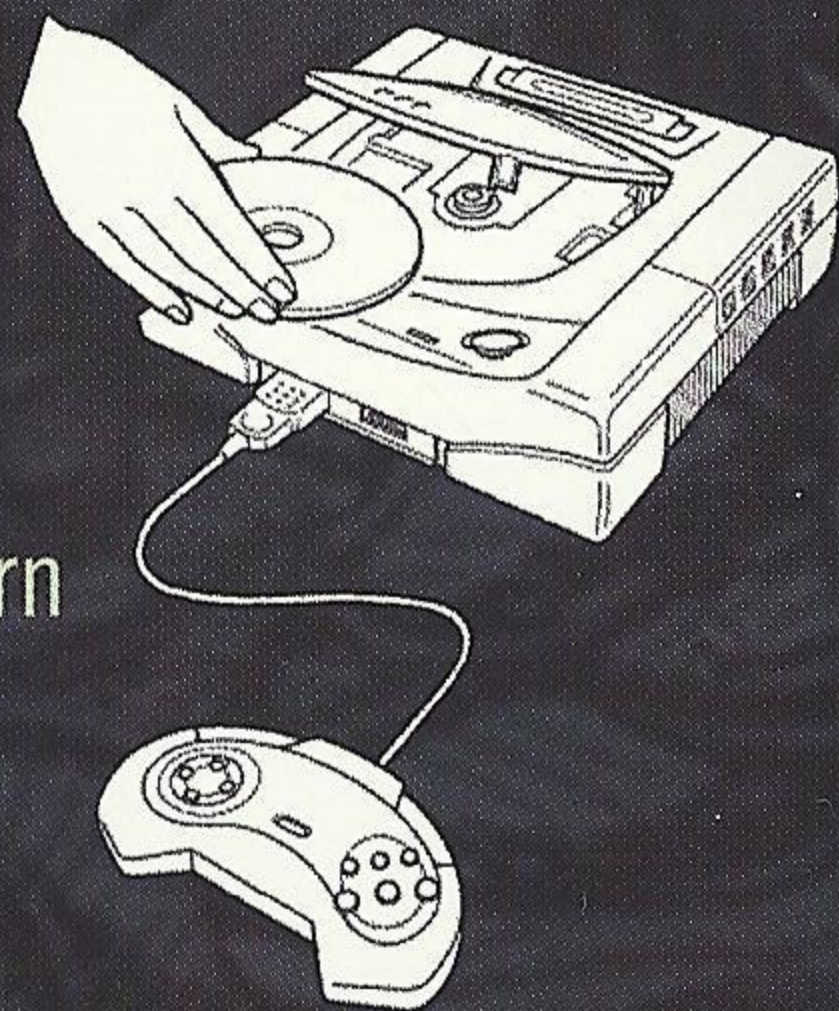
--BRINGS US ONE STEP CLOSER TO ABSOLUTE POWER!

CAN YOU STAND AGAINST US?



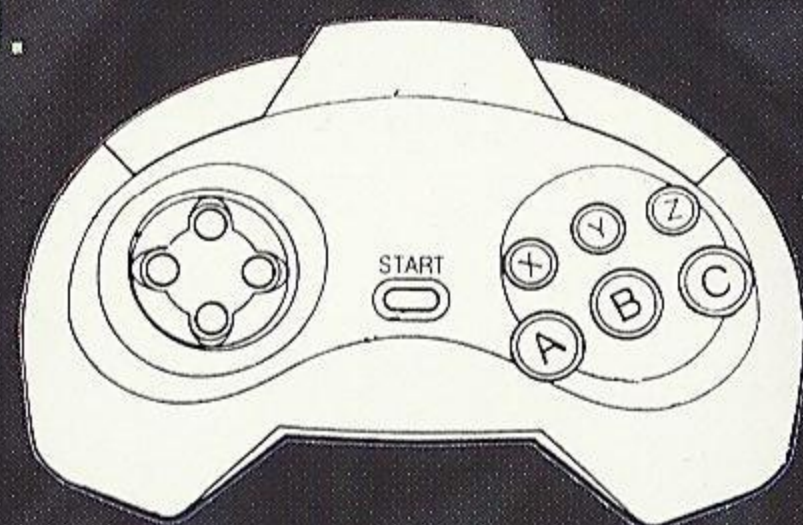
# STARTING UP

1. Set up your Sega Saturn™ system as described in its instruction manual. Plug in one or two Saturn Controllers (or Mission Sticks).

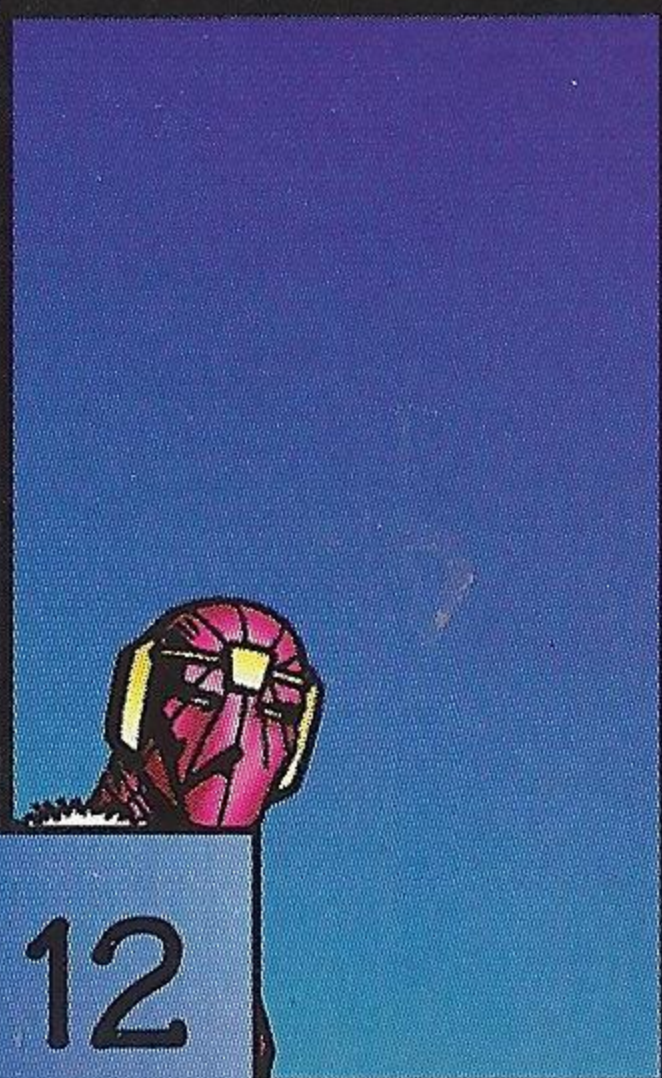


Note: Iron Man/X-0 Manowar in Heavy Metal is for two players.

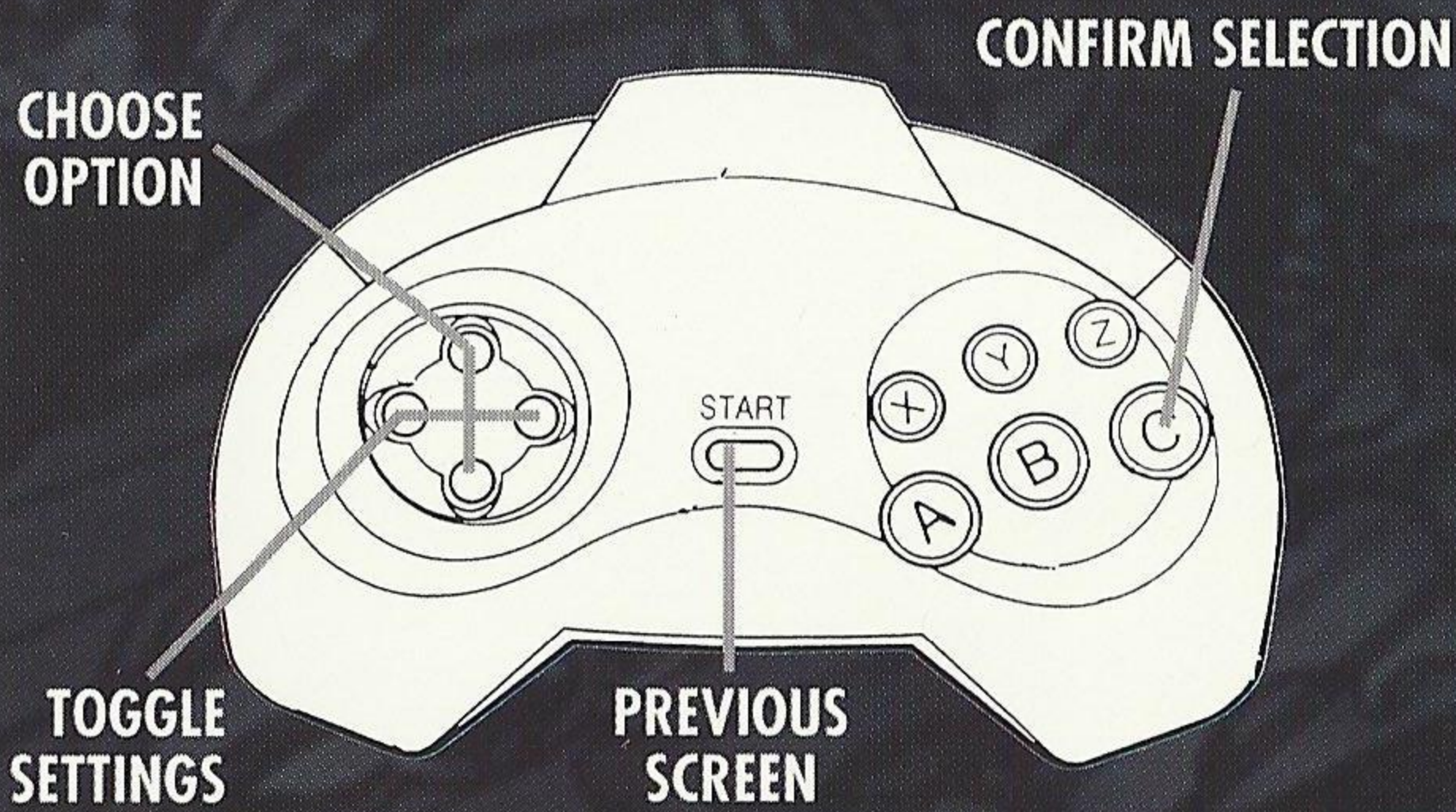
2. Place the Iron Man/X-0 Manowar in Heavy Metal disc, label side up, in the well of the CD tray and close the lid.



3. Turn on the TV or monitor and the Sega Saturn™. The Sega Saturn™ logo appears on-screen. (If nothing happens, turn the system off and make sure it is set up correctly before turning it on again.)



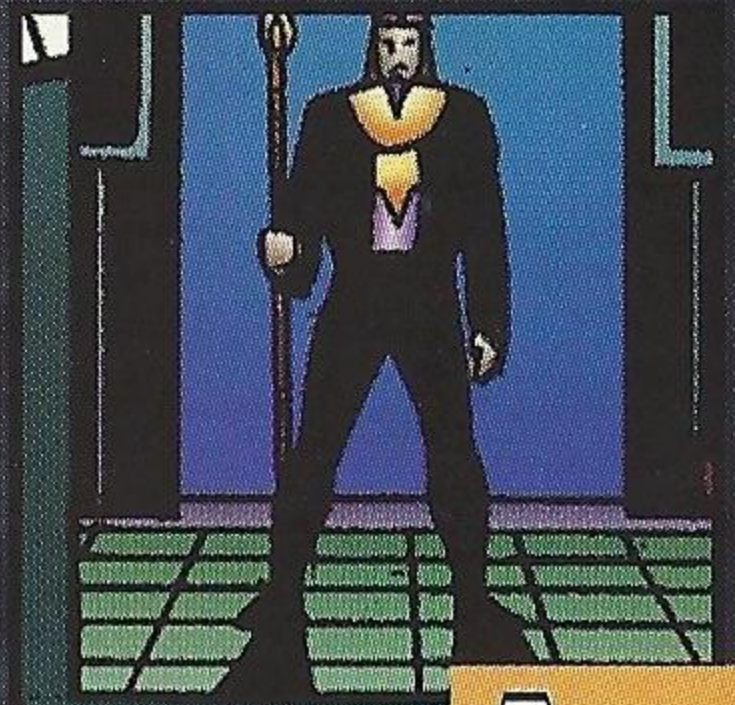
Important: Your Sega Saturn™ CD system contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn™ system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.



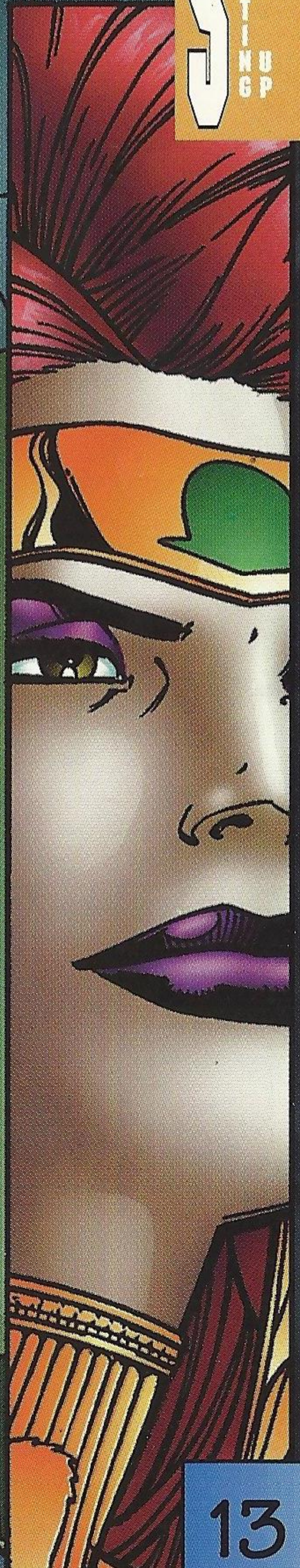
## **STARTING UP**

When the title screen appears, press the **START BUTTON** to get to the Main Menu, where you may select one of these options by highlighting and pressing the **START BUTTON: ONE PLAYER START, TWO PLAYER START, PASSWORD** or **GAME OPTIONS**.

**START** Brings you to the Hero Select screen, where you can choose to play as Iron Man or X-O Manowar.



**S**  
STARTING UP



# PASSWORD

After successfully completing certain areas, you will receive a password. Enter a password to resume gameplay at the level associated with your password. To enter a password, use the D-PAD to highlight and change characters, then press the C BUTTON to confirm your password and begin gameplay.

# OPTIONS



## ***MUSIC***

Choose to play with music On or Off.

## ***MUSIC TEST***

Hear samples of the in game music.

## ***MUSIC LEVEL***

Set the music volume.





## **SOUND EFFECTS**

Choose to play with sound effects On or Off.

## **SOUND EFFECTS TEST**

Hear samples of the sound effects used in the game.

## **SOUND EFFECTS LEVEL**

Set the sound effects volume.

## **STEREO**

Choose between stereo and monaural sound.

## **CONTROL CONFIGURATION**

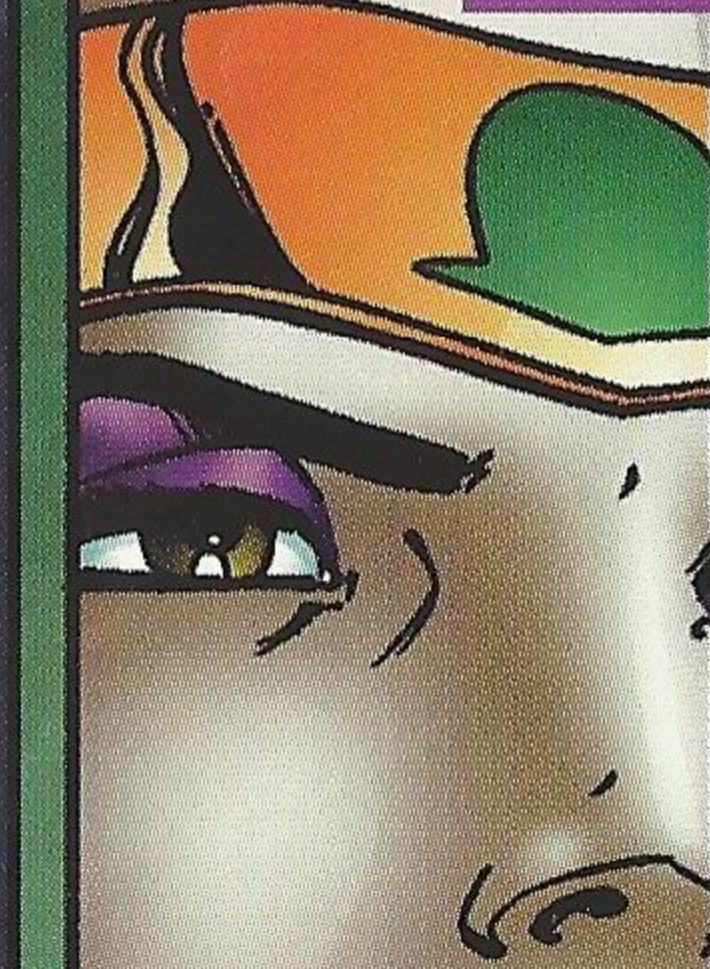
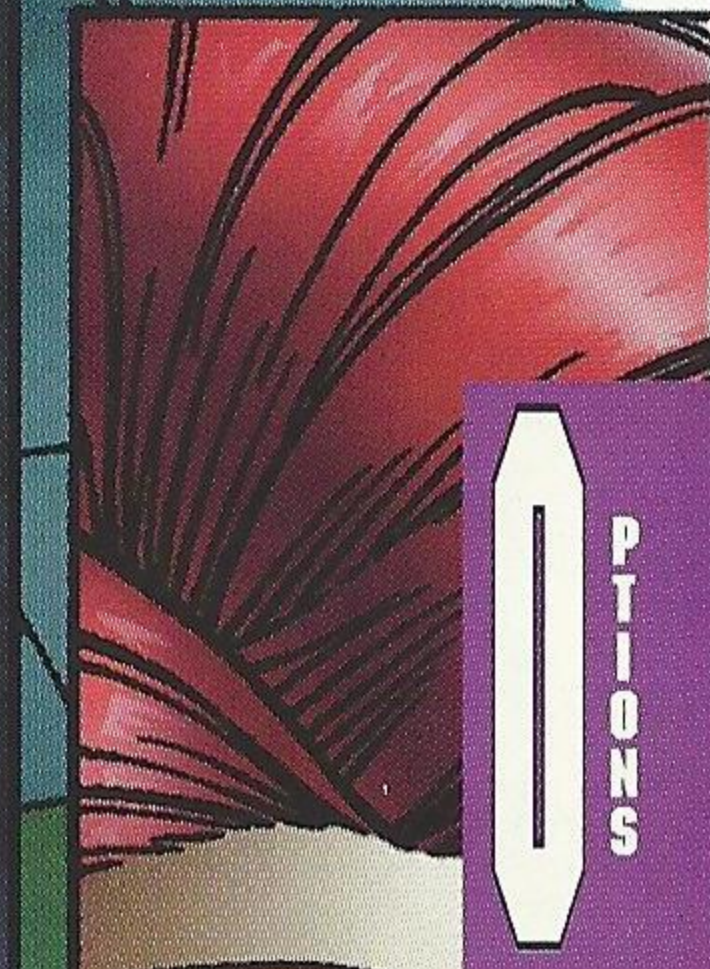
Set your controller buttons to suit your play style. To do so, highlight this option and press the C BUTTON. At the Configuration Screen, press LEFT or RIGHT on the D-PAD to toggle to the desired setting, then press the START BUTTON to confirm your choice and return to the options screen.

## **DIFFICULTY**

Choose from Wimpy, Tough Guy and Super Hero skill levels.

## **EXIT**

Press the START BUTTON to return to the Game Select screen to begin game play.



# HERO SELECT SCREEN



After choosing a Game Mode, you will see the Hero Select screen, where you choose which hero you will play as. When your hero selection is

locked in (using the START BUTTON), the hero will stop rotating. In any two player game, both players can choose the same hero. Follow on-screen prompts to make selections.

## MISSION BRIEFINGS

Once a hero has been selected, you will see a screen detailing what the mission objectives are, known enemies you may encounter, and other important tactical information. The mission briefing has 3 main files: Mission Briefing, Objectives and Threat Assessment. Move the D-PAD LEFT or RIGHT to toggle through the files. Press the START BUTTON to skip the briefing screens.



# GAME FEATURES

## GAME SCREEN

ARMOR &  
BOOST  
METERS

WEAPONS  
METER



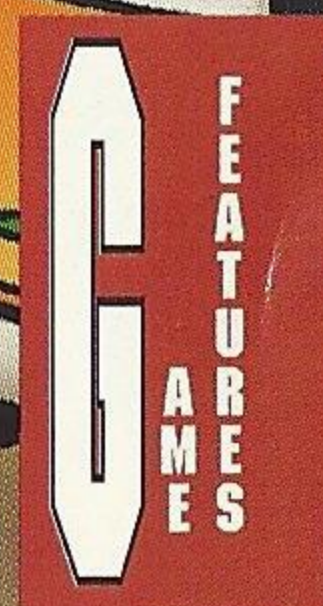
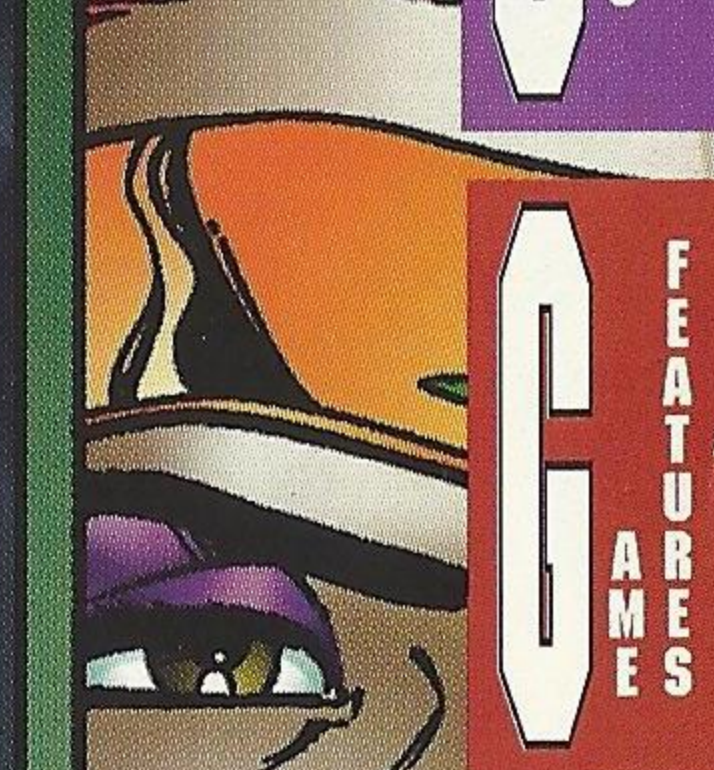
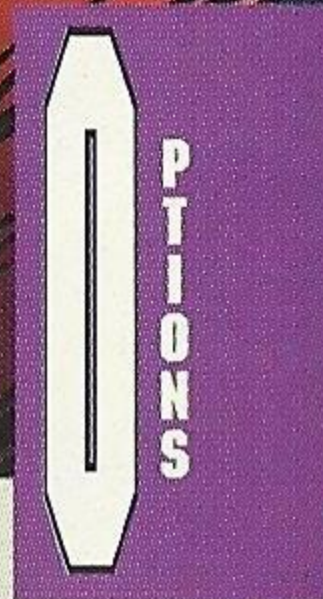
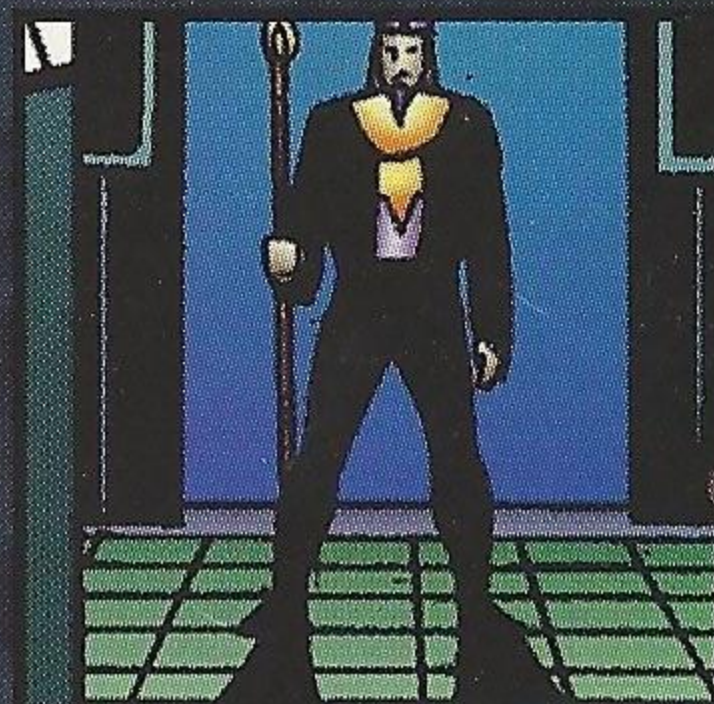
### *Energy Meters:*

#### Armor and Boost Meters

At the top of the screen are two horizontal meters. The top meter measures your current Armor (health) level. The lower meter measures your Flight Boost power. This level is replenished automatically when your character is not using boost. Certain actions like flying use up a lot of energy, and should be done or used sparingly.

### *Weapons Meter*

On the lower portion of the screen there are weapons meters, of up to 4 segments each, one meter for each player. Power-ups will add segments of weapons capacity to the meter to give the player more weapons power. With increasing power, the repulsors and chest beam become more powerful. Chest-based weapons such as the directional Uni-beam, and the E.M.P. super-blast deplete weapons power. A segment of weapons capacity is lost each time the player loses a life!



# CONTINUING

If you lose all your lives, you may use a continue (if you have any left) to resume gameplay. To do so, press the START BUTTON before the timer reaches 0.

## ABOUT YOUR WEAPONS

### *IRON MAN*

In addition to his powerful hand-to-hand combat abilities, Iron Man uses both a Repulsor Ray and a Uni-beam. The Repulsor fires single rays as a default, and can be upgraded via power-ups to fire double-spread,

triple-spread and homing shots. The Uni-beam is a powerful chest weapon at the default power degree, and can

also be upgraded to fire Electromagnetic Pulse (E.M.P.) blasts that are devastating to enemies. Be Warned: using special weapons drains energy!



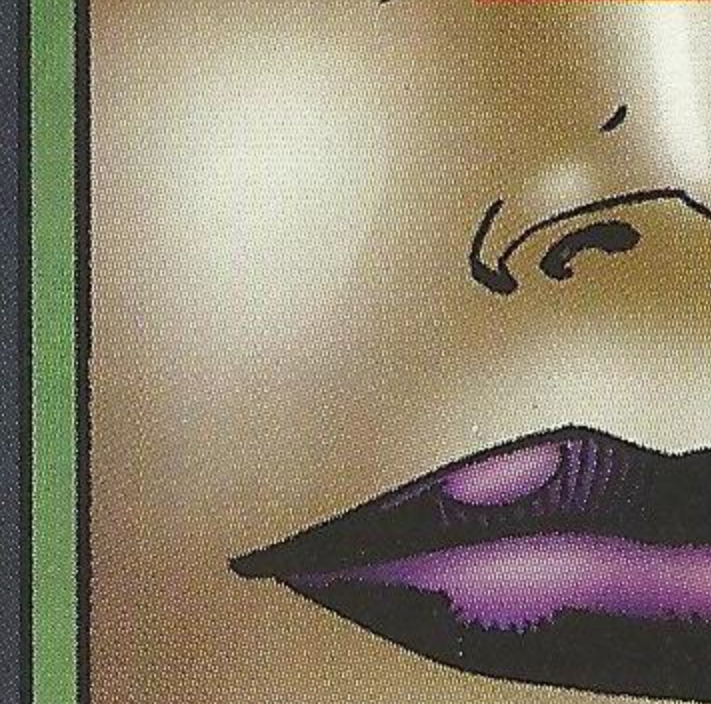
## X-O Manowar

A fearsome warrior skilled in close contact fighting, X-O Manowar also has dual pulsed Ion Cannons on his wrists. His Ion Cannons work like Iron Man's Repulsor Rays. X-O's Omni Beam is his chest weapon, and can be upgraded to E. M. P. fire, and to different dispersions.



## WEAPONS POWER-UPS

Iron Man and X-O Manowar have different powers and abilities but their powers are all derived from the amount of energy they have in their armor. Collect power-ups by walking over them. Armor power-ups help replenish the heroes' defensive power as they take hits. Boost power-ups replenish the heroes' flight power, and Weapons power-ups replenish their weapons systems power. Increased energy in a weapons system makes additional offensive attacks available.



FEATURES  
GAMES

# **IRON MAN ARMOR CAPABILITIES**

## **Repulsor Rays**

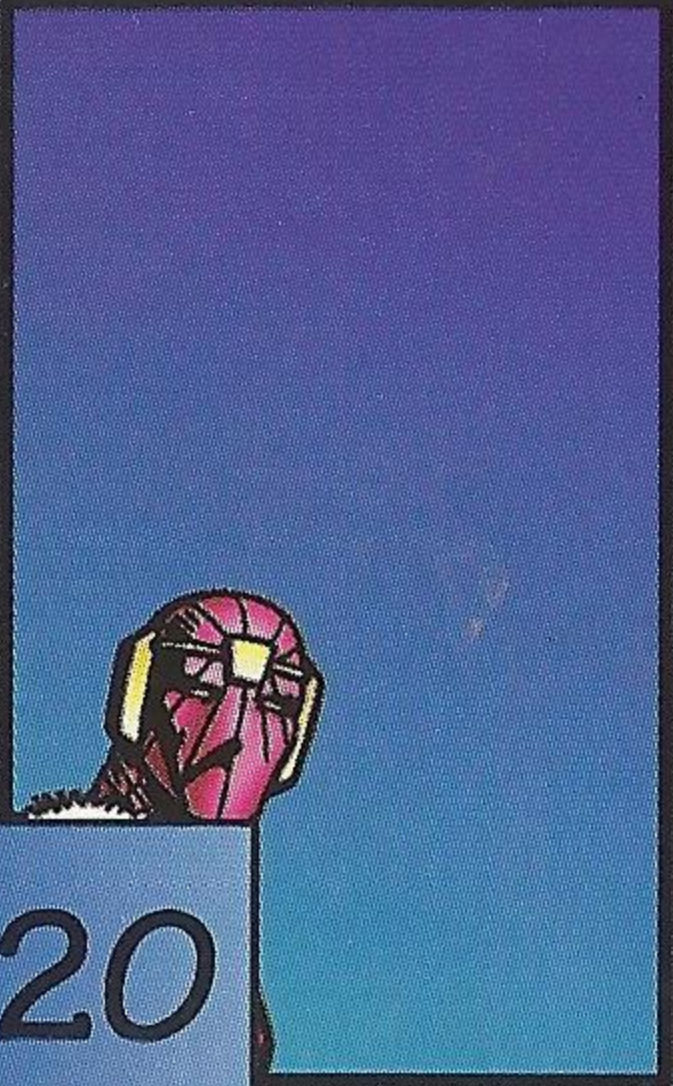
Upgrade the weapon to dual shot, triple shot or a seeker version.

## **Uni-Beam**

A massive chest beam that will cause some real damage!

## **E.M.P. Device**

This super weapon emanates from the Uni-beam device in Iron Man's chest plate, and works only when the weapons energy has 4 full segments.



## **X-O MANOWAR ARMOR CAPABILITIES**

### **Ion Cannon**

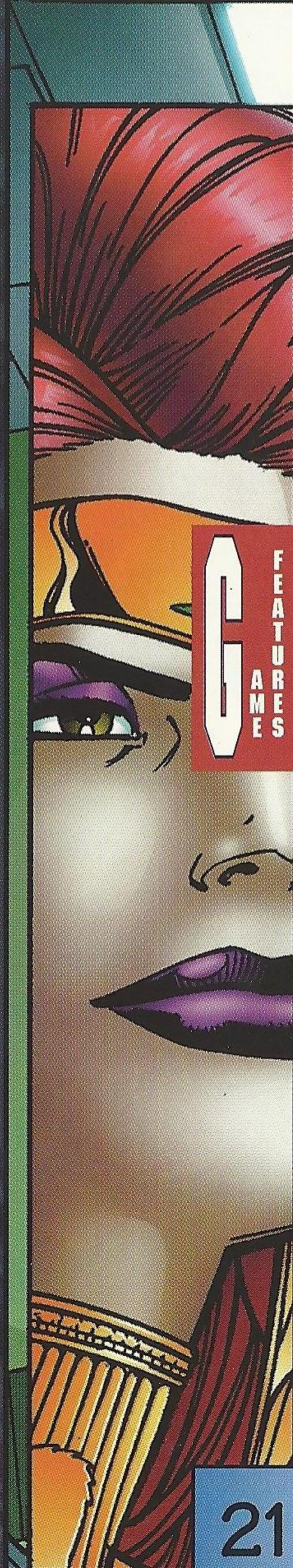
You begin the game with this wrist-mounted weapon, which can be upgraded to split shots and a seeker version.

### **Omni-Beam**

A chest beam weapon that provides plenty of punishment."

### **E.M.P. Device**

This super weapon emanates from the Uni-beam device in Iron Man's chest plate, and works only when the weapons energy has 4 full segments.



**FEATURES**

# POWER-UPS

These are used by the player who picks them up first.



## 1-Up

Collect this to get an extra life.



## Continue

This gives the player an extra continue once all lives are gone.

## ARMOR (Health) POWER-UPS



## Armor Up

Increases armor (health) by a small amount.



## Armor Max

Increases armor (health) meter up to current capacity.



## Armor Expand

Increases armor capacity (ability to absorb hits).





# WEAPONS ENERGY POWER-UPS



## Weapon Up

Adds a small amount of weapons energy.



## Weapon Max

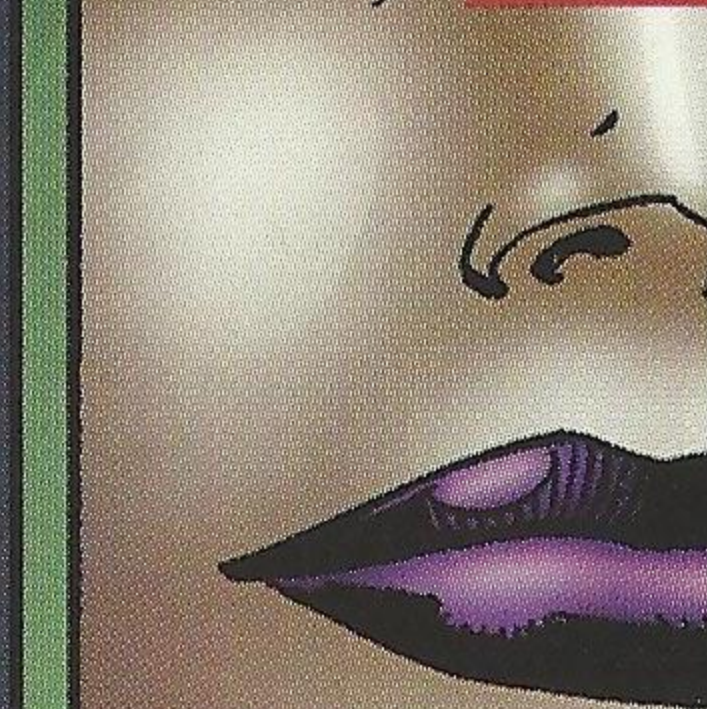
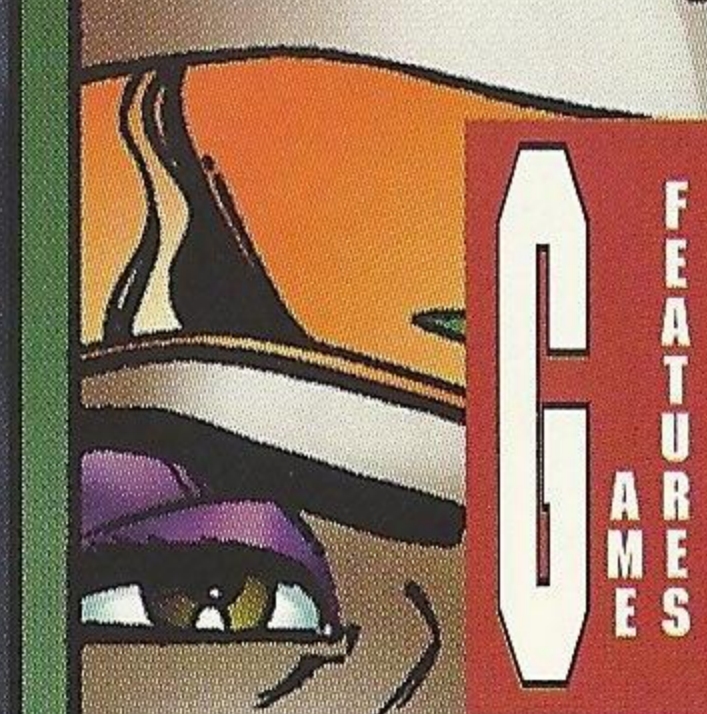
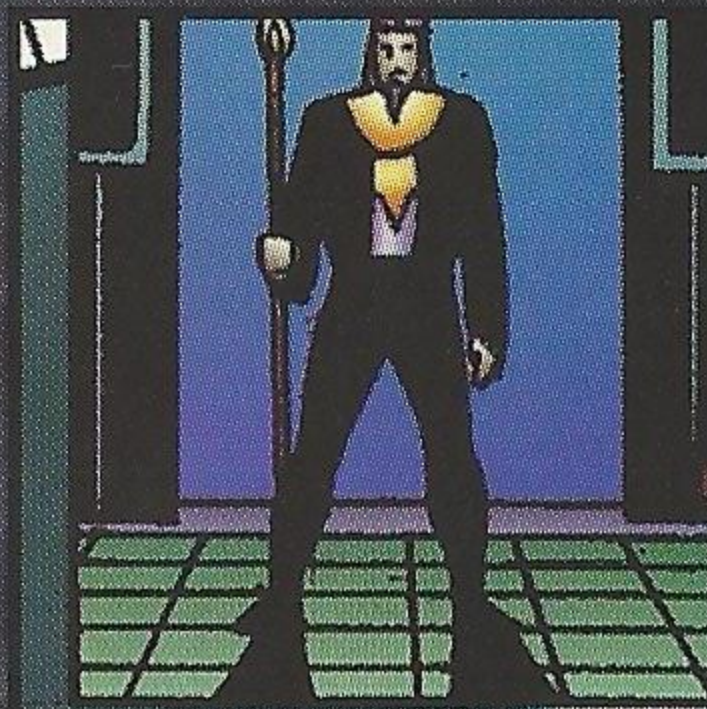
Fills weapons energy to current capacity.



## Weapon Expand

Adds another segment to the capacity of your weapons system, bringing more and

better weapons on-line as energy increases. Having energy in the first segment gives you a normal single-shot repulsor, the second gives you a double-split repulsor shot, the third a triple split, and the fourth adds a seeker to the double-split!



FEATURES  
GAMES

## ***BOOST FLIGHT POWER-UPS***



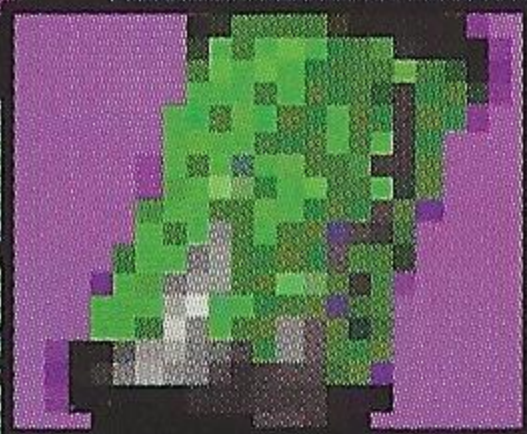
### **Boost Up**

Collect this to pump up boost power by a small amount.



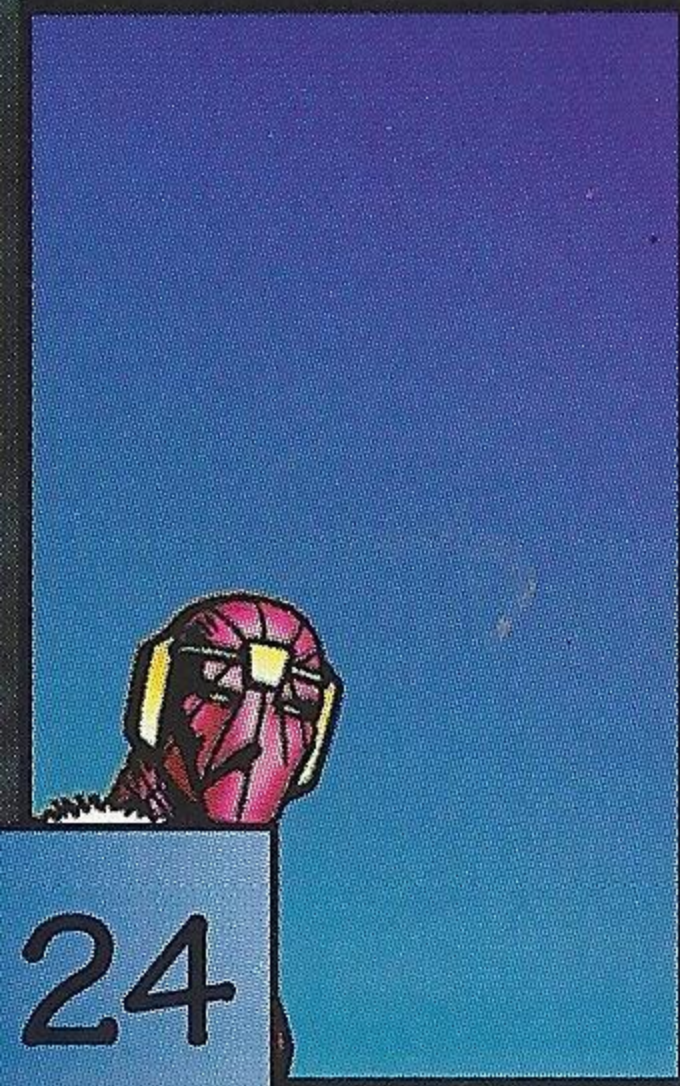
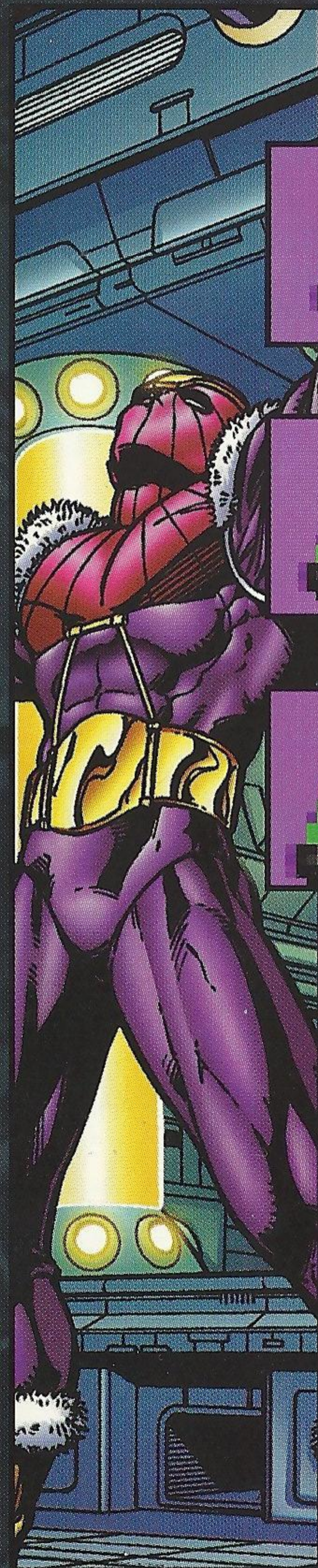
### **Boost Max**

Collect this to fill boost power to capacity!



### **Boost Expand**

Collect this to add to the amount of boost power your meter holds, increasing available flight time.



# DEFAULT CONTROLS

## Basic controls

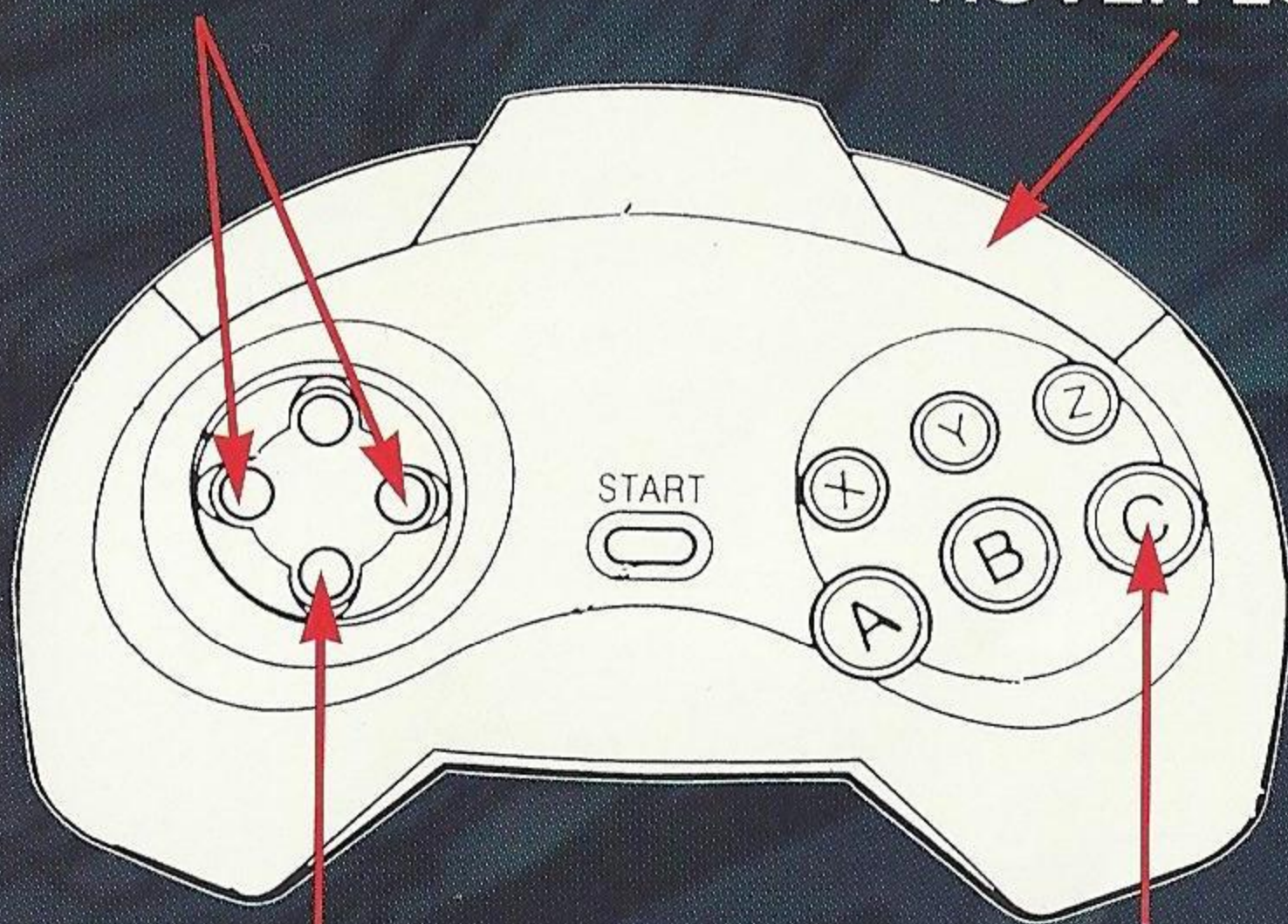
Some actions can only be performed by one of the heroes. A \* indicates an action/control that is only for Iron Man. A † indicates an action/control that is only for X-O Manowar.

Control directions: ← = Back → = Forward

WALK = LEFT/ RIGHT

RUN = DOUBLE  
TAP LEFT/RIGHT

HOVER LOCK



CROUCH

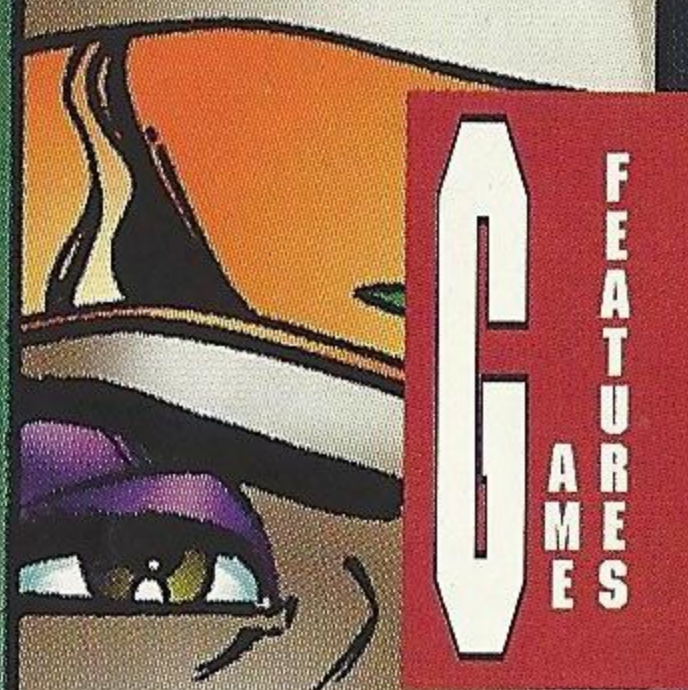
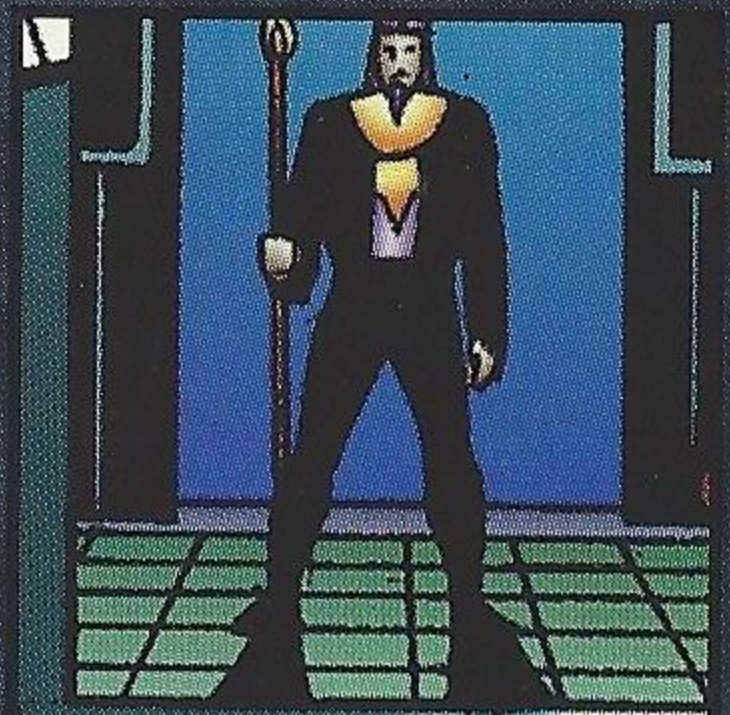
JUMP

Pick Up Object ↓ + A

Throw Object ← or → + A

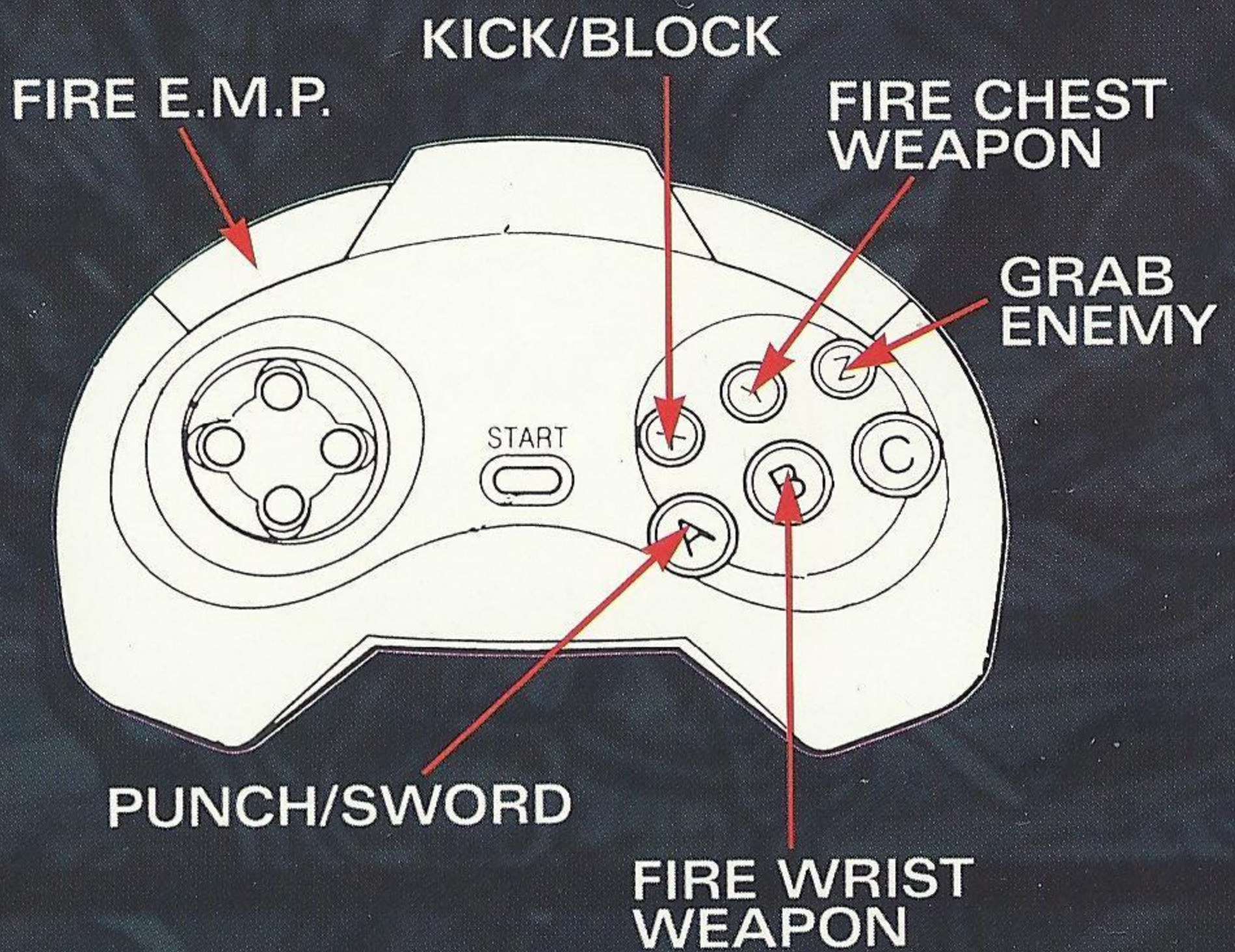
Flying/Hover Both heroes can fly. To activate flying, press C BUTTON when either one is in the air (press Jump button)

Hover Lock Maintain hover position by pressing the RIGHT SHIFT BUTTON. This allows you to stay in position while aiming your weapon in a different direction.



FEATURES  
GAMES

# FIGHTING CONTROLS



\*Dual Wrist Shot = ↓ ↓ + B

† Sword Fury = ↓ ↓ A

Fire Repulsors into Background = ↑ ↑ + B

FIRE CHEST WEAPON = Y

Discharge E.M.P. = LEFT SHFT BUTTON

Punch = A BUTTON

† Sword = A BUTTON

\*Kick = X BUTTON

† Block = X BUTTON

Charge Boost Power = A + B BUTTON

Force Field = ↑ A + B

The Force Field requires two energy segments, and protects you while damaging your enemies.

Pick up Enemy = Z  
(when right in front of enemy)

**Slam Picked-Up Enemy = A**  
(while holding enemy)

Different firing power and dispersion patterns are available depending on the power degree of your Repulsor and Uni-beam weapons.

### Flying

In some levels, you will need to fly for extended periods. Controls in these levels are somewhat different. You do not need to input standard flying/ hover controls. Use the D-PAD to steer.

**Fire Wrist Weapon = B**

**Fire Chest Weapon = A**

**Barrel Roll = C**

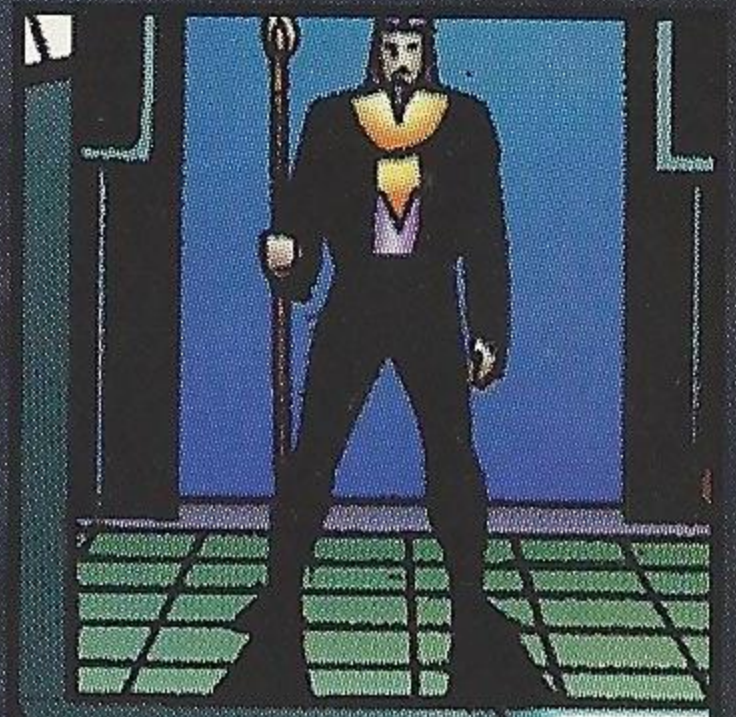
## COMBAT COMBINATIONS

Iron Man and X-0 Manowar each have a full arsenal of deadly combination attacks that do lots of damage to foes. A few appear below; experiment to learn the rest of them!

**\*Running Kick** → → + X

**Running Uppercut** → → + A

**Punch Combination:** Punch enemy quickly 3x for automatic finishing repulsor blast or overhead chop!



CONTROLS  
DEFAULT

# THE MISSIONS

There are many adventures ahead of Iron Man and X-0 Manowar! Read the prelude comic starting on page 2 to learn something about the threats that await them! Then follow your mission briefings until you triumph—if you can!



Special thanks to these talented people for the prelude comic which appears on pages 2-11:

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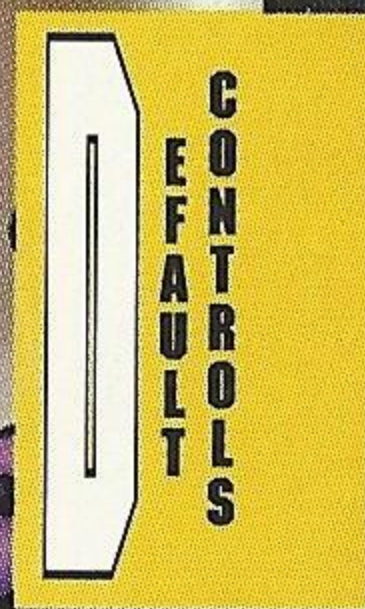
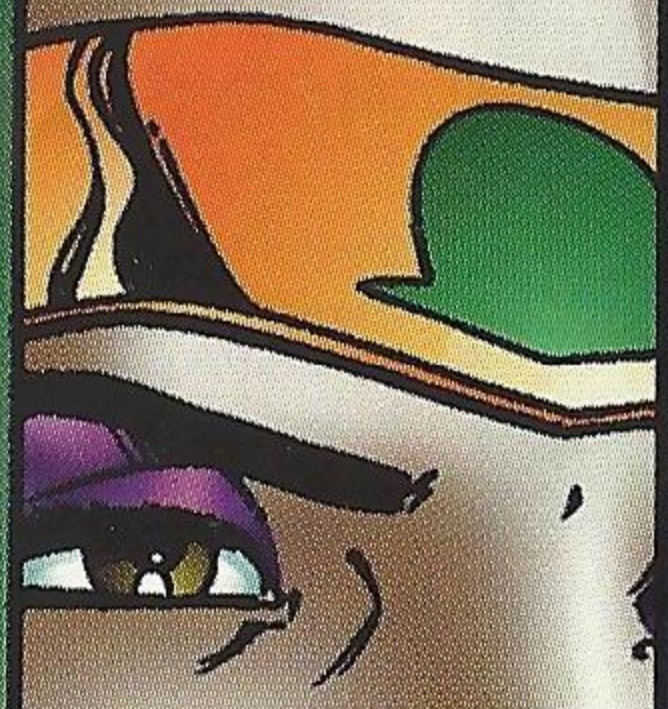
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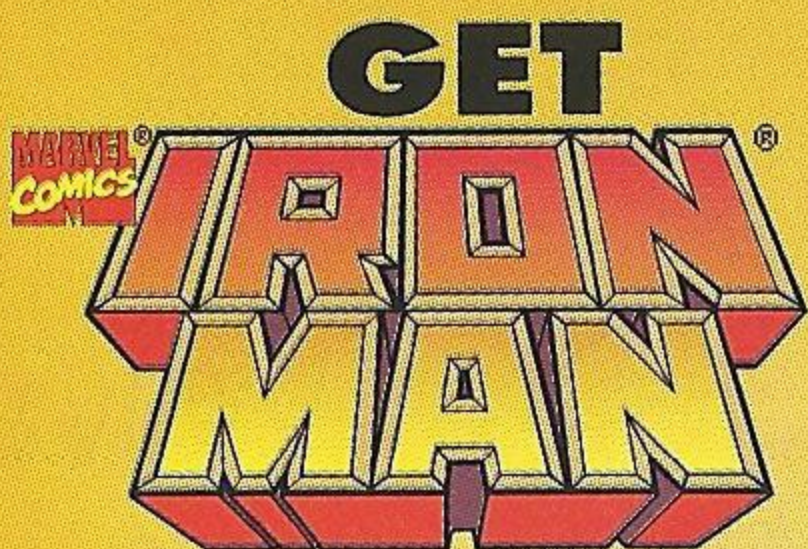
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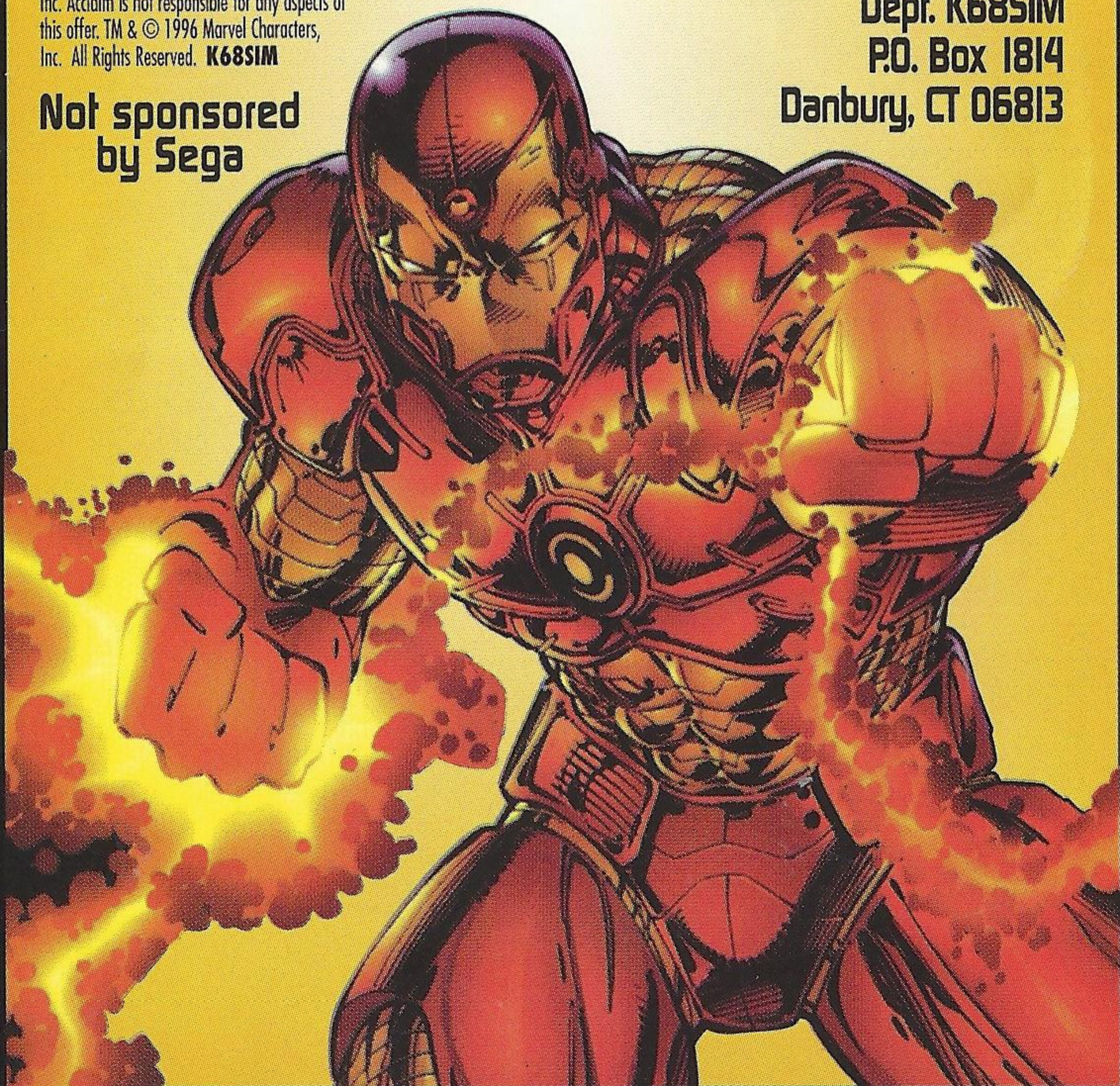
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