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SEGA™ GAME GEAR™

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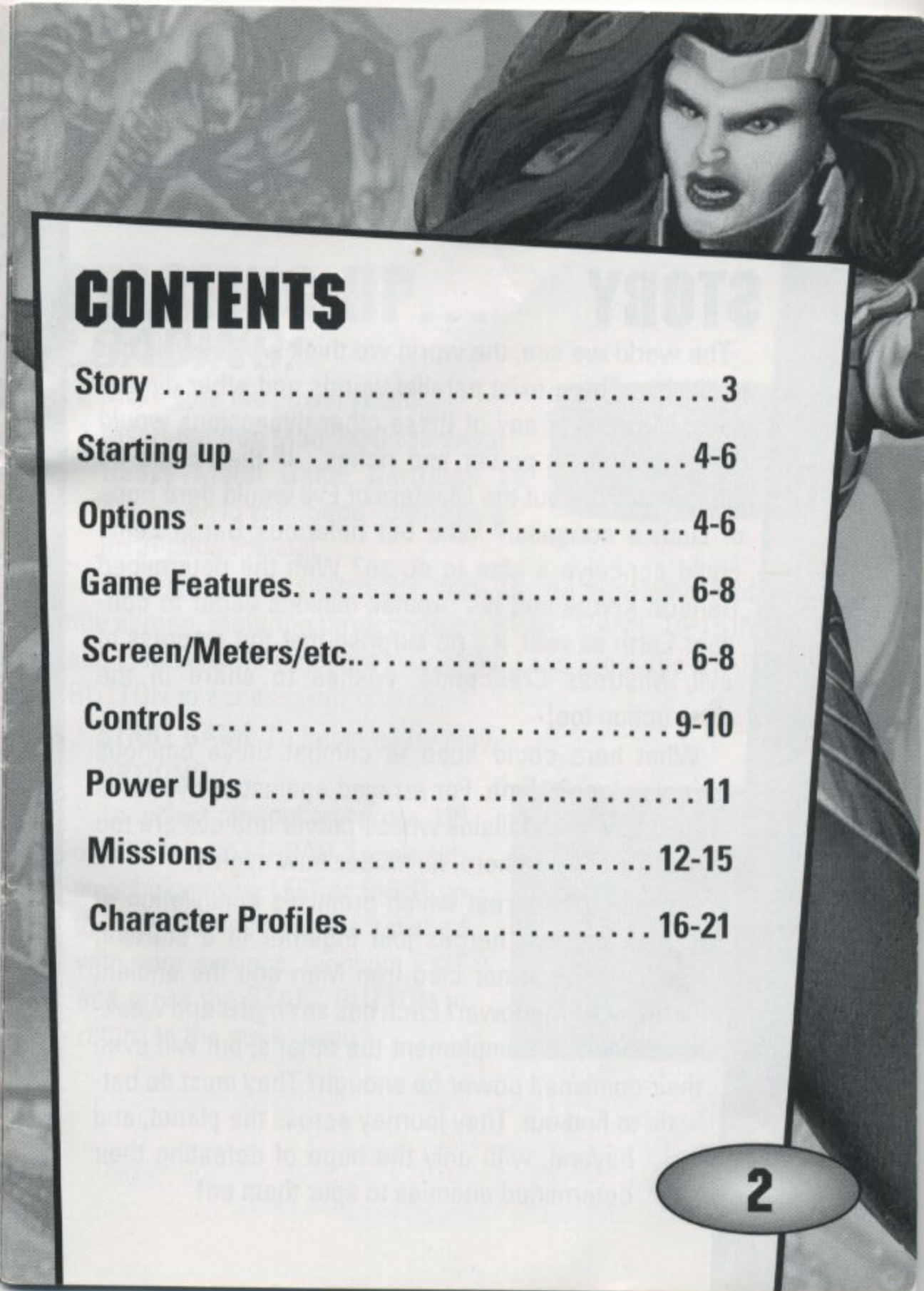
HANDLING YOUR CARTRIDGE

- This Cartridge is intended exclusively for the Sega™ Game Gear™ System.
- 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 recess during extended play, to rest yourself and the Sega cartridge.

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WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.



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STORY

The world we see, the world we think we know, is but an illusion. There exist parallel worlds and other dimensions. Mastery of any of these other dimensions would confer enormous power and riches...IF they could be mastered. Who but the Masters of Evil would dare hope of such a conquest? Who but nefarious Baron Zemo could conceive a plan to do so? With the determined General Krytos and his Dromak minions eager to conquer Earth as well, it's no surprise that the empress of evil, Mistress Crescendo, wishes to share in the destruction too!

What hero could hope to combat these ominous threats alone? None. For arrayed against our world is a host of vicious villains whose power and evil are too great for any one hero, no matter how mighty.

To meet the threat which promises annihilation of all realities, two heroes join together in a startling alliance—the armor clad Iron Man and the ancient warrior X-O Manowar! Each has strengths and weaknesses which complement the other's; but will even their combined power be enough? They must do battle to find out. They journey across the planet, and beyond, with only the hope of defeating their determined enemies to spur them on!

STARTING UP...

LOADING:

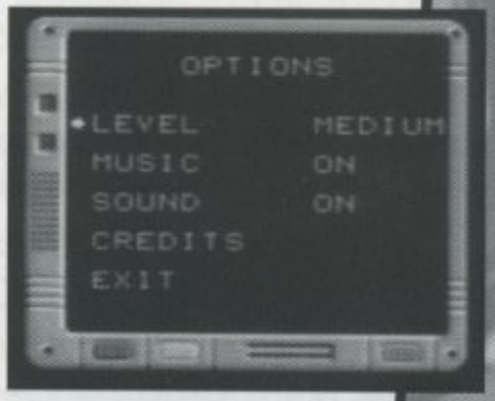


1. Make sure the power is Off.
2. Insert the Iron Man™/X-O Manowar™: Heavy Metal Game Cartridge as described in your Sega™ Game Gear™ instruction manual.
3. Turn the power switch ON. You will see the Heavy Metal title screen, featuring three choices: START GAME, OPTIONS and PASSWORD. Highlight your choice and press the START BUTTON to access your choice.

START GAME To begin game play.

OPTIONS

To select an option, press UP or DOWN on the D-PAD. Toggle settings by pressing LEFT or RIGHT on the D-PAD. When you are satisfied with your settings, highlight EXIT and press the START BUTTON to return to the main menu.



Difficulty Level Choose between Easy, Medium, Hard and No Way!

Music Choose to play with music ON or OFF.

Sound Choose to play with Sound ON or OFF

Credits To view the game credits, press the START BUTTON. You can cycle through "pages" using the 1 or 2 BUTTON. When you're through, press the START BUTTON again to return to the Options screen.

Note: Iron Man™/X-O Manowar™ : Heavy Metal for Game Gear is a One Player game.

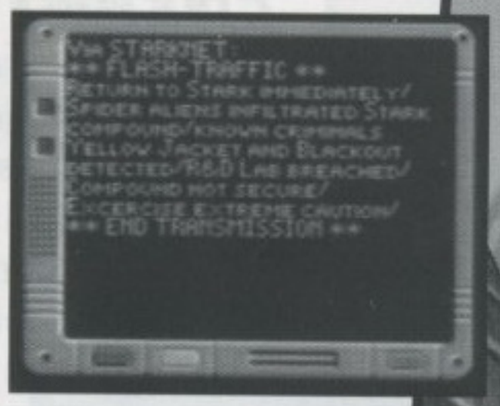
PASSWORD



Throughout the game, you will arrive at mission checkpoints where a password will be given, allowing you to resume play at the next level without starting at the beginning. To enter a password, highlight PASSWORD at the main menu and press the START BUTTON. You will see the Password Screen. Press UP, DOWN, LEFT or RIGHT on the D-PAD to highlight a character and the START BUTTON to enter it. Pressing the 1 BUTTON moves the password cursor back, while pressing the 2 BUTTON advances the cursor. Once you have completed a correct password, you will go to the Mission brief screen, and then to the Player Select screen prior to entering the level associated with the password.

GAME FEATURES

TRANS COM SCREEN



Before each mission, you will receive a transmission alerting you to the situation and what your next objectives are. You will also see a display of known threats. Toggle the display by pressing UP or DOWN on the D-PAD. When you're through, press the START BUTTON to get to the PLAYER SELECT screen.

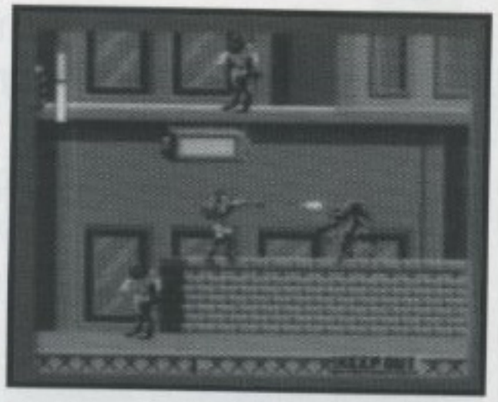
PLAYER SELECTION



Before each mission, you will see the Player Select screen, where you must choose which hero, Iron Man or X-O Manowar, to play as. Your remaining lives are also displayed (you begin the game with 3).

Different missions can best be completed by selecting the hero with the best skills and talents for that level. Experiment to learn who fares best in which situations! To select a hero, press LEFT or RIGHT on the D-PAD to highlight the desired one, then press the START BUTTON to bring him into battle!

ENERGY METERS



On the upper left side of the screen are two vertical meters. The bottom (yellow) meter measures your current energy level. This level is replenished automatically when your character is not using energy. Certain actions like flying and using the chest blast weapon use up a lot of energy, and should be done or used sparingly.

DAMAGE METERS

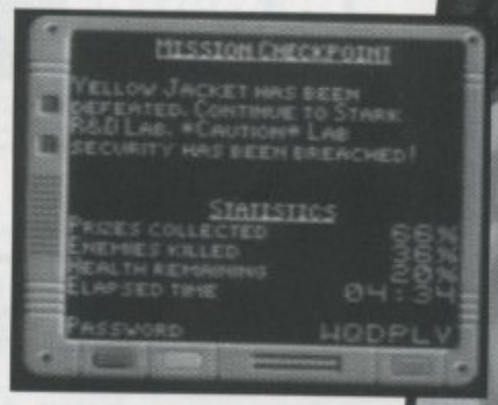
Iron Man and X-0 Manowar each have different sources of power. This is measured in the top (green) meter. Depending on which character you are controlling, the meter means different (opposite!) things.

•Danger to Iron Man is indicated when the green meter decreases, indicating that his power level is diminishing. When the meter is empty, —BLAM! Iron Man loses a try!

•X-0 Manowar is in danger when the green meter increases, indicating potential overload. When it's full, —BLAM! X-0 Manowar explodes, and you lose a try.

MISSION CHECKPOINT

After completing an area in the game, you will get an update on your progress via the Mission Checkpoint Screen, which gives you vital statistics on your mission performance, including the percentages of prizes collected, enemies defeated, and health remaining. Your elapsed time will also be displayed, along with a password.



CONTROLS

Activate Energy Shield by pressing BUTTONS 1 + 2 + DOWN on the D-PAD

Fire a Chest Blast by pressing BUTTONS 1 + 2 +UP on the D-PAD

Mid-air attacks can be performed by pressing the 1 + 2 BUTTONS while in the air



Fire weapon by pressing the 1 BUTTON

Throw an object by pressing the 1 BUTTON

Jump by pressing the 2 BUTTON

Move in a direction by pressing the desired direction on the D-PAD

Pick up an object by pressing UP on the D-PAD when you're near it

Fly by tapping UP on the D-PAD while a hero is in the air

Crouch by pressing DOWN on the D-PAD

Open a door by attacking it



CONTROLLING IRON MAN

Roundhouse kick by tapping UP on the D-PAD

To Punch, press the 1+2 BUTTONS together



CONTROLLING X-O MANOWAR

Overhead Swipe by tapping UP on the D-PAD

To Stab, press the 1 + 2 BUTTONS together



POWER UPS

Remember that Iron Man and X-0 Manowar respectively benefit from increased or decreased amounts of energy.



Energy cell adds or subtracts a small amount of energy.



Energy Pack adds or subtracts a moderate amount of energy.



Auxiliary Energy Tank temporarily gives your character unlimited energy.



Extra Life gives you another try at subduing Baron Zemo and Mistress Crescendo!



Increase Fire Power by picking up this important icon!

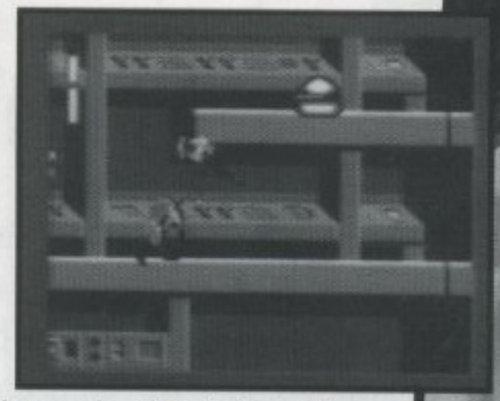


Checkpoint allows you to resume the battle from the spot where you pick up this icon!

MISSIONS

Your deadly missions will take you across the planet—and beyond! Below is a small sample of some of the adventures ahead...

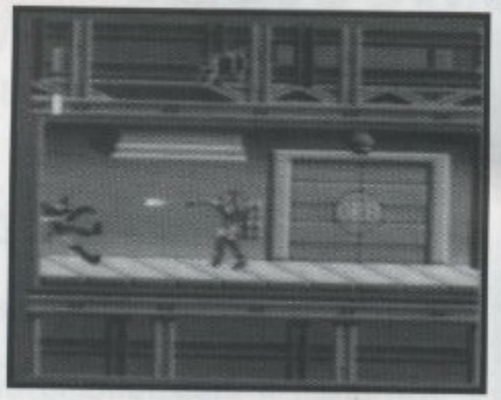
STARK ENTERPRISES



Iron Man or X-0 Manowar are ready to take on anybody, so when Spider-Aliens break into Stark Enterprises to steal a prototype vibranium drill bit, you'll have a chance! The sophisticated security system is still armed, so you've got to beware of deadly security devices as you make your way through the intricate research facility. You've got to defeat the intruders, Yellow Jacket and Blackout, before they get away with the experimental drill!

TIP: Destroy the cameras to mark your progress.

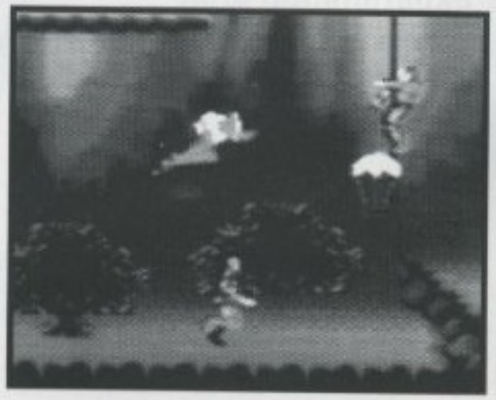
NEW YORK



Learning that Blackout is working with Mistress Crescendo, you're off to New York City. There, you find Spider-Aliens are terrorizing the entire town! Madness! Even the subways have been evacuated! You've got to defeat the Spider-Aliens, and make your way to Orb Industries, where Mistress Crescendo and her guards have taken that company over. You'll soon encounter Mistress Crescendo and her henchmen—but will it be your last encounter?

Tip: Be aggressive; don't let Crescendo use her mind- warping powers on you.

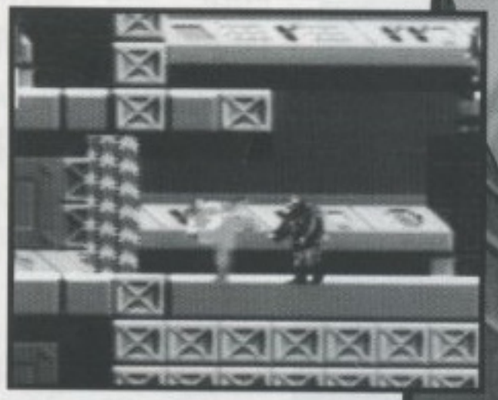
RAINFOREST



When Mistress Crescendo makes a startling admission, you're off—to a rainforest in South America! The mystery deepens with the knowledge that an elite Armorine squadron has deployed in an area associated with the government's top-secret interest— in aliens! Add to all this the possibility that Dromak forces may be involved and the questions take a decidedly sinister turn! You've got to destroy all enemy forces—and find that drill bit!

Hint: Sometimes there is more than one way out!

LIVING CASTLE



Still, after a daunting series of battles, you've been unable to find the drill — until you learn that Baron Zemo is on the Isle of Exiles, the site of Arnim Zola's so-called Living Castle. Few have left there sane and alive. What evil plan is being hatched there now? You've got to free a group of top scientists Zola has taken hostage before you can find out!

Tip: Try your Energy Shield if the electric walls are giving you trouble!

SPACESHIP

General Krytos, leader of the Dromak forces, escapes with the Cosmic Cube and Baron Zemo. As the action goes into orbit, you must risk everything to stop the demented Generalbefore it's too late—for everyone!



CHARACTER PROFILES:

IRON MAN



REAL NAME:
Anthony "Tony" Stark

HEIGHT: 6' 1"

WEIGHT: 225 lbs.

SPECIAL ABILITIES/POWERS:
Using an incredibly sophisticated armored suit of his own design, inventor and industrialist Stark fights evil as the invincible Iron Man. With the Iron Man armor, Stark can lift 70 tons, fly at speeds of up to Mach 2, and fire an array of powerful "repulsor rays" with a variety of devastating attributes.

BARON ZEMO

REAL NAME: Helmut Zemo

HEIGHT: 5' 10"

WEIGHT: 205 lbs.

SPECIAL ABILITIES/POWERS:

An extremely intelligent and devious individual, Zemo is schooled in hand-to-hand combat. A frequent opponent of Captain America, Baron Zemo is the brilliant mastermind behind the Masters of Evil.

BLACKOUT

REAL NAME: Marcus Daniels

HEIGHT: 5' 10"

WEIGHT: 180 lbs.

SPECIAL ABILITIES/POWERS:

Ability to tap and manipulate the Darkforce, a black form of extra-dimensional energy. This life-time criminal can project the Darkforce as con-cussive energy, and create solid objects capable of absorbing even bazooka- strength energy directed against them.

YELLOW JACKET

REAL NAME: Rita DeMara

HEIGHT: 5' 5"

WEIGHT: 115 lbs.

SPECIAL ABILITIES/POWERS:

Her expertise in cybernetic technology is as substantial as it is deadly. Yellow Jacket wears a helmet containing sub-atomic "Pym particles" which she can release by mental command, enabling her to shrink to one-half inch size and at her own whim, return to normal size. "Disruptor sting" blasters in her costume allow her to shoot powerful elec-trical blasts from her gloves.

ARNIM ZOLA

REAL NAME: Arnim Zola

HEIGHT: 5' 6"

WEIGHT: 200 lbs.

SPECIAL ABILITIES/POWERS:

This brilliant genetic scientist, the first modern genetic engineer, has crafted a genetically Superior Andriod Body which has an ESP box instead of a head. He controls his legion of monstrous biogenetic creations by means of electro-psychic instruments of his own design. He is able to animate inorganic matter through mysterious means. His Living Castle is a terrible testament to this power!

X-O MANOWAR



REAL NAME:
Aric of Dacia

HEIGHT:
6'5" (7'0" in armor)

WEIGHT:
235 lbs.
(450 lbs. in armor)

SPECIAL ABILITIES/POWERS:
Wielding the X-O armor, the merciless, time displaced Visigoth Aric of Dacia becomes one of the most powerful weapons in the universe. Adapting itself to the wearer, the sentient armor comes equipped with the ability to fly, a segmented sword made of ionic energy, vast superhuman strength and dual mounted ion cannons.

MISTRESS CRESCENDO

REAL NAME: unknown

HEIGHT: 6'5"

WEIGHT: 150 lbs.

SPECIAL ABILITIES/POWERS:
As the queen of the Nile, Crescendo commanded great power. When that power was taken away by marauding Visogoths, Crescendo started a crusade that spanned the centuries and reaches into the world Aric is trying to create for himself.

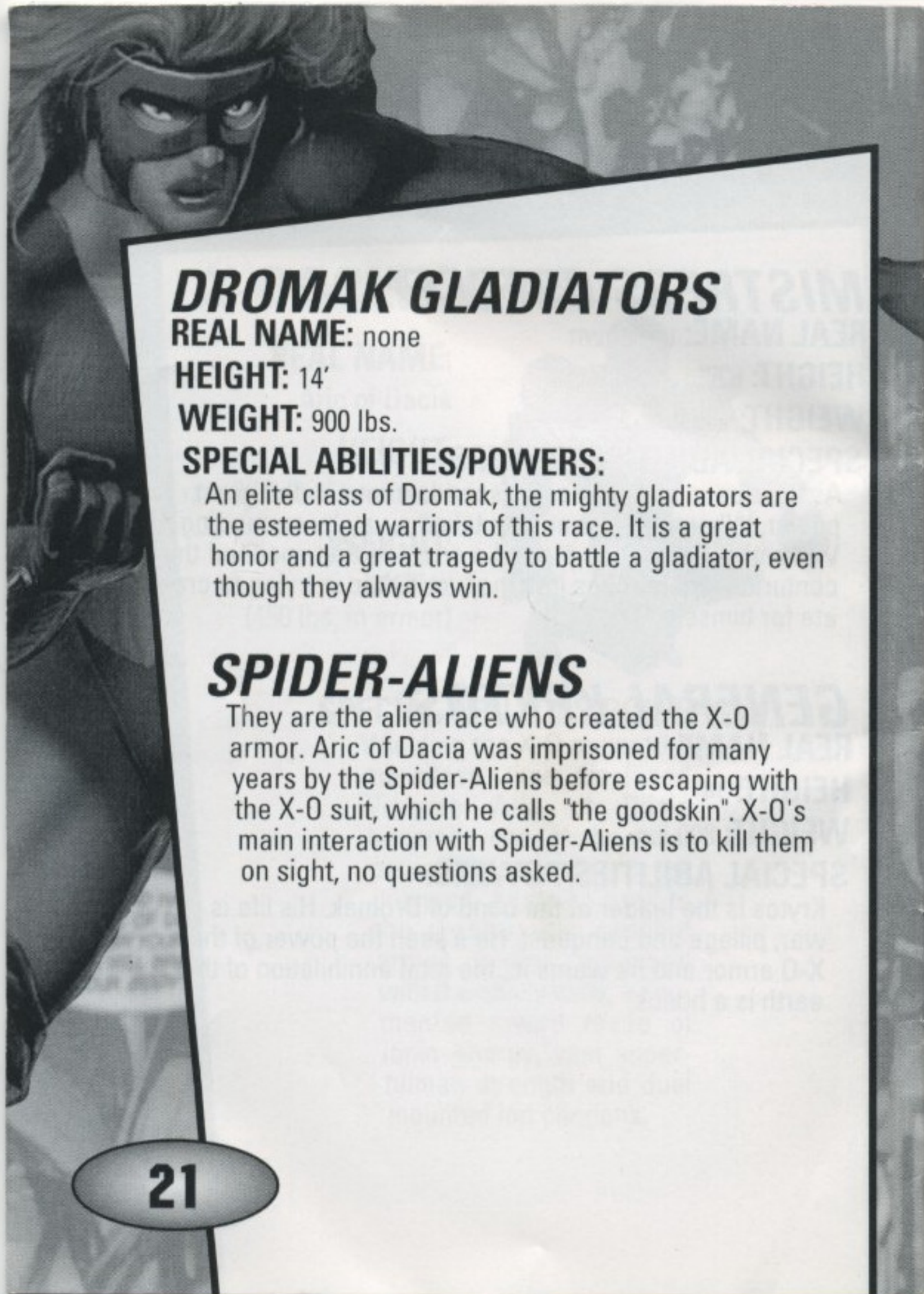
GENERAL KRYTOS

REAL NAME: Krytos

HEIGHT: 14'

WEIGHT: 800 lbs.

SPECIAL ABILITIES/POWERS:
Krytos is the leader of the band of Dromak. His life is war, pillage and conquest. He's seen the power of the X-O armor and he wants it...the total annihilation of the earth is a bonus.



DROMAK GLADIATORS

REAL NAME: none

HEIGHT: 14'

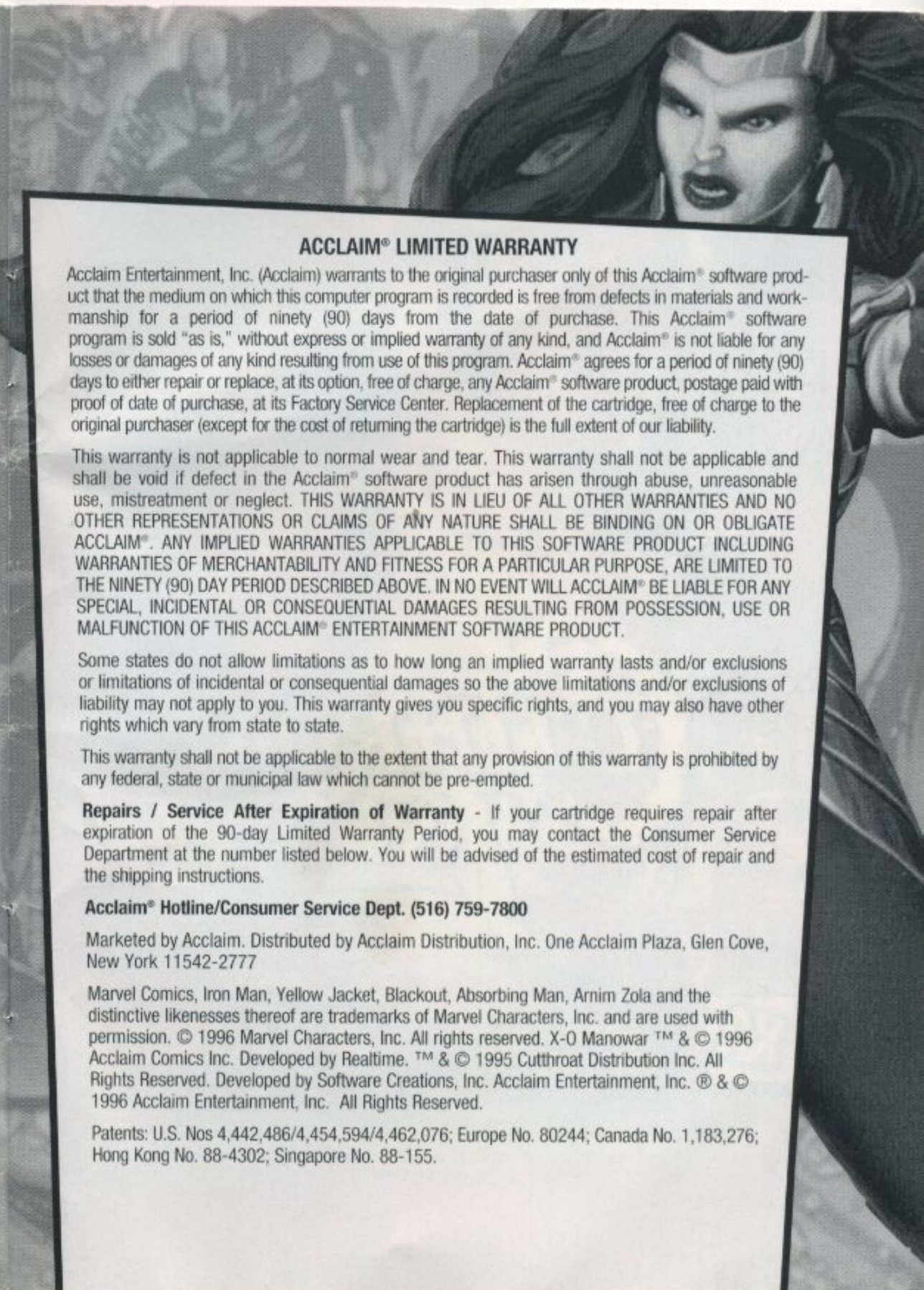
WEIGHT: 900 lbs.

SPECIAL ABILITIES/POWERS:

An elite class of Dromak, the mighty gladiators are the esteemed warriors of this race. It is a great honor and a great tragedy to battle a gladiator, even though they always win.

SPIDER-ALIENS

They are the alien race who created the X-O armor. Aric of Dacia was imprisoned for many years by the Spider-Aliens before escaping with the X-O suit, which he calls "the goodskin". X-O's main interaction with Spider-Aliens is to kill them on sight, no questions asked.



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