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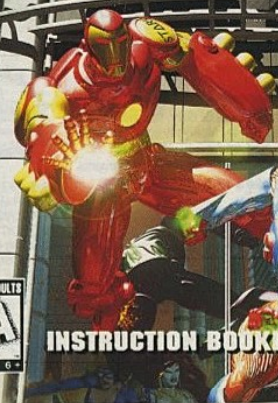
PRINTED IN JAPAN

Nintendo

GAME BOY

IRON X-O MAN MANOWAR™ IN HEAVY METAL

DMG-AXIE-USA



INSTRUCTION BOOKLET

MARVEL
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MANOWAR
IN
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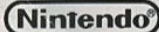
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SAFETY FIRST...

- This is a high precision game with complex electronic circuitry. It should not be stored or used in places that are very hot or cold. Never hit or drop it. Never attempt to open it or take it apart.
- Don't touch the connectors or get them wet or dirty; this will damage the game circuitry. Keep them clean by storing the Game Pak in its protective case.
- Don't clean with benzene, paint thinner, alcohol or similar solvents.
- If you play for long periods of time, take a 10 to 15 minute break every hour or so.

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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 to 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—armor clad Iron Man and Acclaim's ancient warrior X-0 Manowar! Each hero having

strengths and weaknesses that complement the other's, but will 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 switch is OFF.
2. Insert the Iron Man™ / X-0™ Manowar: Heavy Metal Game Pak as described in your NINTENDO GAME BOY® 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 CONTROL PAD. Toggle settings by pressing LEFT or RIGHT on the CONTROL 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

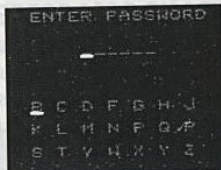
Credits To view the game credits, press the START BUTTON. When you're through, press the START BUTTON again to return to the Options screen.

OPTIONS	
LEVEL	MEDIUM
MUSIC	ON
SOUND	ON
CREDITS	
EXIT	

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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 CONTROL PAD to highlight a character and the START BUTTON to enter it. Pressing the B BUTTON moves the password cursor back, while pressing the A 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.



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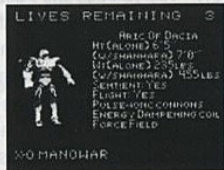
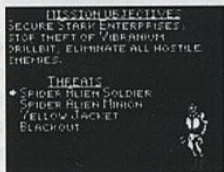
TRANS COM SCREEN

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 CONTROL 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.

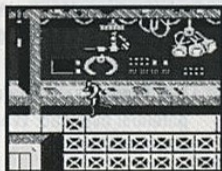
Your remaining lives are also displayed (you begin the game with 3). Different missions can best be completed by selecting the hero with the best skills and talents for that



level. Experiment to learn who fares best in which situations! To select a hero, press LEFT or RIGHT on the CONTROL PAD to highlight the desired one, then press the START BUTTON to bring him into battle!

GAME FEATURES ENERGY METERS

On the upper left side of the screen are two vertical meters. The bottom 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.



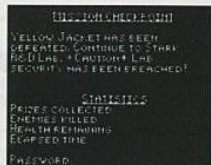
DAMAGE METERS

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

- **Danger to Iron Man is indicated when the top meter decreases**, indicating that his power level is diminishing. When the meter is empty, —BLAM! Iron Man loses a try!
- **X-O Manowar is in danger when the top meter increases**, indicating potential overload. When it's full, —BLAM! X-O Manowar explodes, and you lose a try.

MISSION CHECKPOINT

At certain points 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 items collected, enemies defeated, and health remaining. Your elapsed time will also be displayed, along with a password.



CONTROLS

GENERAL



PICK UP AN OBJECT BY PRESSING UP ON THE CONTROL PAD WHEN YOU'RE NEAR IT



FLY BY TAPPING UP ON THE CONTROL PAD WHILE A HERO IS IN THE AIR



MOVE IN A DIRECTION BY PRESSING THE DESIRED DIRECTION ON THE CONTROL PAD



CROUCH BY PRESSING DOWN ON THE CONTROL PAD



FIRE A CHEST BLAST BY PRESSING BUTTONS B + A

OPEN A DOOR BY ATTACKING IT

JUMP BY PRESSING THE A BUTTON

MID-AIR ATTACKS CAN BE PERFORMED BY PRESSING THE B + A

ACTIVATE ENERGY SHIELD BY PRESSING BUTTONS B + A + DOWN ON THE CONTROL PAD

THROW AN OBJECT BY PRESSING THE B

B A

A

B A

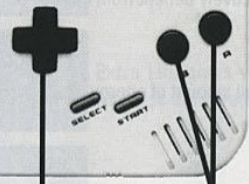
B A

B

A

CONTROLLING IRON MAN

Nintendo GAME BOY..



ROUNDHOUSE KICK BY TAPPING UP ON THE CONTROL PAD

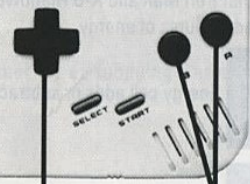


TO PUNCH, PRESS THE B + A BUTTONS TOGETHER

B A

CONTROLLING X-O MANOWAR

Nintendo GAME BOY..



OVERHEAD SWIPE BY TAPPING UP ON THE CONTROL PAD



TO STAB, PRESS THE B + A BUTTONS TOGETHER

B A

POWER-UPS

ABOUT ENERGY POWER-UPS

Remember that Iron Man and X-O 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.

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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.

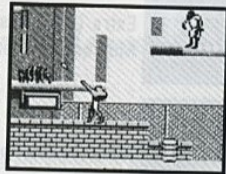
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MISSIONS

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

STARK ENTERPRISES

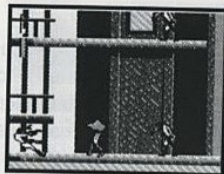
Iron Man and X-O Manowar are ready to take on anybody, so when Spider-Aliens break into Stark Enterprises to steal a vibranium drill-bit (who wants it—and why?) you'll have the chance! The sophisticated security system is still armed, so you've got to beware of deadly security devices as you make your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



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NEW YORK

Learning that Blackout is involved with Mistress Crescendo, you're soon off to New York City. 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?



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RAINFOREST

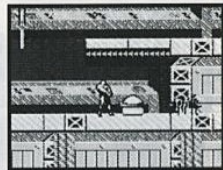
When Mistress Crescendo makes a startling admission, you're off—to a rainforest in South America! The mystery deepens with the knowledge that an elite Armorine squadron has deployed in an area associated with the government's top-secret interest—in aliens! Add to all this the possibility that Dromak 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!



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LIVING CASTLE

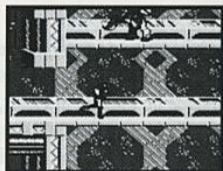
Still after a daunting series of battles, you've been unable to find the drill—until you learn that Baron Zemo is on the Isle of Exiles, the site of Arnim Zola's so-called Living Castle. Few have left there sane and alive. What evil plan is being hatched there now? You've got to free a group of top scientists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



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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 General before 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 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 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 extradimensional energy. This lifetime criminal can project the Darkforce as concussive energy, and create solid objects capable of absorbing even bazooka-strength energy directed against them.

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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. She wears a helmet containing subatomic "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 electrical 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, crafted a genetically superior android 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. His Living Castle is a terrible testament to this power!

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X-O MANOWAR

REAL NAME:

Aric of Dacia

HEIGHT:

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

WEIGHT:

235 lbs. (450lbs. 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 sword made of ionic energy, vast superhuman strength and dual mounted ion cannons.

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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 Visigoths, 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.

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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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