



Introduction

Billionaire playboy Tony Stark has not only built the ultimate weapon, but the ultimate toy. In Iron Man, the Mark III armor is yours to play with, but forget about taking it for a leisurely spin around the Arctic Circle. Stark Industries Weapons have fallen into the wrong hands and the only way to make things right is to blow them back into harmless, elementary particles.

It's time to take break from jetsetting, single malt Scotch and super models and get down to business. There are a lot of well-armed ne'er-do-wells out there in the world but luckily you won't have to take them on alone. In addition to your impenetrable duds, you also have a smartass AI, a dedicated secretary and IGN Guides on your side. You can think of us as your very own Avengers, but we're not going to put on tights or anything.

In this Iron Man strategy guide, you'll find:

- **BASICS** // A few essential tips on how to turn a billion dollars into pure justice.
- **WALKTHROUGH** // We'll help you beat every Mission in the game without breaking a sweat and stinking up your armor.
- **ARMORY** // How to get the most out of your Mark III.
- **SUITS** // Score a set of armor for each day of the week.

Guide by: Samuel Claiborn

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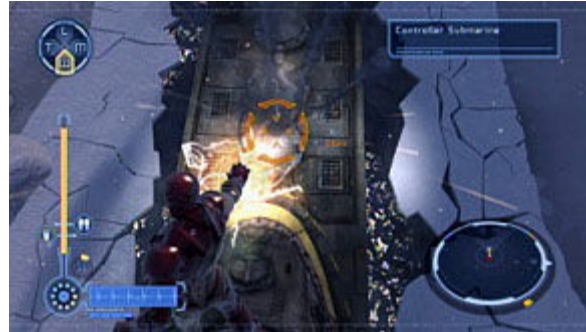
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Iron Man Basics

Routing Power

Tony Stark's suit is powered by a Core that recharges itself over time, as indicated by the vertical yellow bar on your HUD. Weapons, the Energy Shield, Stealth, Afterburners, the Unibeam and everything else the Mark III armor fires or defends against is powered by the Core. Power can additionally be routed to Life Support, Weapons, Melee and Thrusters.



Life Support, which makes your Life Bar recharge faster, should always be your default setting. When your Power is low, your Life recharges even slower than normal, so taking cover and letting yourself recharge periodically is essential. Routing power to Weapons allows Auxiliary Weapons to recharge faster, Repulsors to fire faster and both to cause more damage. This is useful when taking down particularly strong, unprotected targets. Routing power to Melee (to increase hand-to-hand damage) and Thrusters (to increase the speed and efficiency of Afterburners) is generally not of use.

Close Combat

Although you can grapple and melee attack ground and air enemies, we do not recommend it at any time other than a few instances in which it is required to complete a mission.



Approaching your enemies puts you in harm's way in exchange for slightly more powerful, not to mention wonky, melee attacks-not a very good trade off when you are a well equipped, flying death machine. Stick to the skies and you'll be better off.

Ranged Combat

Throughout most of your battles you'll be hovering just out of reach of your enemies, raining a constant stream of Repulsors, Missiles and/or Grenades down from above.



Repulsors can fire continually at little drain to your power, while Auxiliary Weapons, like Grenades and Missiles, must recharge between each volley. For more on Repulsors and Auxiliary Weapons, check out our Armory section.



Another weapon at your disposal is the Unibeam, which converts Power into damage on targets. The best Unibeam targets are those that are stationary, as it is difficult to aim and slow to charge.

Assets and Upgrades

Completing Missions can provide you with the Assets (Iron Man's currency) you need to purchase suit upgrades. Not all upgrades are available straight away, but they will be unlocked as you progress. Although beating a Mission gives you a large amount of Assets, completing Time Challenges, Enemies to Destroy bonuses and Hero Objectives will provide you with additional assets.

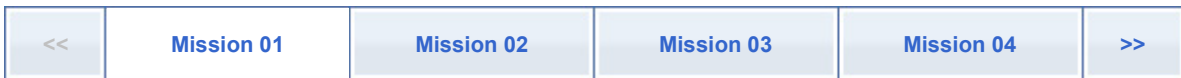


You may return to any completed Mission and attempt to complete Time Challenges, Enemies to Destroy bonuses and Hero Objectives, so you won't have to get them in the same attempt. Don't try and get an Enemies to Destroy bonus at the same time as a Time Challenge; doing them separately is ultimately much easier.



You may even return to Missions with upgraded equipment or different suits to make gathering assets easier.

Iron Man Walkthrough



Mission 1: Escape

RECOMMENDED EQUIPMENT

Default

ENEMIES TO DESTROY

Destroy 90 enemies

TIME CHALLENGE

Beat the level in under 5:30

HERO OBJECTIVE

Destroy Stark Weapons caches



Escaping the Ten Rings encampment requires little more than brute strength. It's a straightforward, linear level, so don't worry about getting lost. Just head towards the next dot on your radar and you'll be fine. Torch the initial wave of enemies and head downhill.

The next wave of enemies will be hiding out near gasoline canisters, which is unfortunate for them, as a puff of flame from your arm will make those canisters all explody.



A tutorial of sorts will occur at certain points in the first two missions, and here you are asked to melee a tank or two. We recommend against melee attacks, as ranged attacks are equally as effective throughout the game, and as a bonus you will not get killed immediately. Remember you can always rest out of harms way if your heart rate begins to skyrocket.



Check up high for snipers to torch to boost your kill count for the Enemies to Destroy. However, you can always return to this level after you beat it to score any bonuses you missed.

HERO OBJECTIVE
Destroy Stark Weapons caches.



At the bottom of the hill are several cargo containers marked in orange on your radar and HUD. Send some of your new missiles at each to set them off, killing any nearby knuckleheads. As you press ever downwards you'll come to two overhangs. At both you should pause and eliminate all the threats below, this is especially important at the second one, for when you hop down a boss battle will ensue.



Take out any helicopters and foot soldiers that appear as Raza attacks to get the remaining few enemies for the Enemies to Destroy.



Circling the tank and firing missiles should do the trick. Don't approach it; instead, keep moving and you'll be safe from its constant fire. Strafe your way to victory and the level concludes.



TIME CHALLENGE

Forget about the snipers, weapons caches and smaller troops. Head straight for the final boss and you should have no problem getting the bonus. We killed every troop and still got it, but hey, it's just the first level, right?

ENEMIES TO DESTROY

Make sure you pursue every blue blip on your radar. Snipers are out of sight, high above. Get your last few kills during the battle with Raza by waiting for respawning helicopters and soldiers.

<<	Mission 01	Mission 02	Mission 03	Mission 04	>>
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Mission 2: First Flight

RECOMMENDED EQUIPMENT	ENEMIES TO DESTROY
Default	Destroy 90 enemies
TIME CHALLENGE	HERO OBJECTIVE
7:30	Don't let drones cause civilian casualties

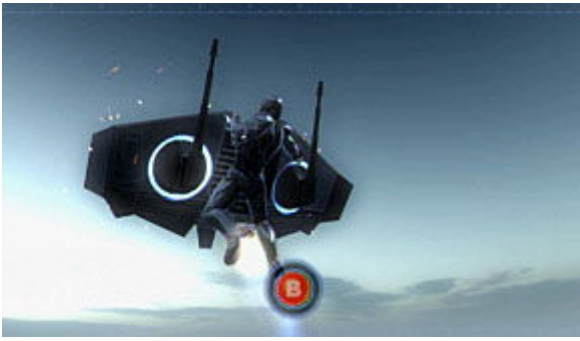
We hope you didn't get used to that last suit, because you have an entirely new one now, and with it an exciting second tutorial!



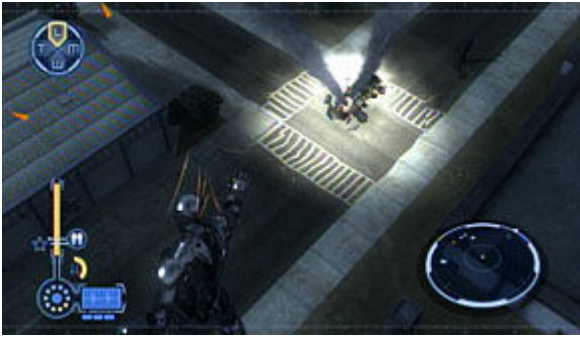
Hover and gain altitude as requested, then rocket over to the blips on your radar. But fear not! You won't be required to fly through any rings in this game. Well, maybe a few.



After passing through several markers, you'll be asked to catch your first missile--and it may be your last, for though it looks cool, usually there will be ten too many missiles for this to be an effective offensive tactic. Hover, face the drone and try and initiate the catch when the rocket is about 5 virtual meters away from you. After that, hover slowly over to the drone and manhandle it. Rapidly press GRAPPLE to rip it in twain, then reflect on how difficult that was when you have a full arsenal of missiles at your disposal.



Finally, shoot your Unibeam at the last drone.



Soon dropships will come to bring more tanks, kill them before they drop them or wait it out to score more kills for your Enemies Killed Bonus.



Finally, a Stark Gunship will appear. This gunship recharges health slowly (check the orange lock-on reticle on your HUD to see the gunship's health meter), so you'll have to keep a steady stream of fire on it to take it out. Hover-strafe it, using your Unibeam occasionally and even tossing a sluggish missile or two back at it if you are trying to impress your significant other.

HERO OBJECTIVE

Don't let Stark Gunship Drones cause civilian casualties.



The gunship will launch drones in packs of three. Go up above the drones and send your homing missiles their way. The more drones you kill, the higher your kill count will be for the Enemies to Destroy Bonus as well. Nevertheless, one wave of them should be all you see if you are looking for a speedy level completion. You may want to divert power to Weapons to make this go faster, otherwise keep it on Life Support.



TIME CHALLENGE

Ignore all the ground troops and go for orange targets only. Ignore the Stark Gunship Drones, divert power to Weapons and let 'er rip with the Unibeam and Missiles.

ENEMIES TO DESTROY

You'll not only have to take out blue enemies, but wait for dropships to drop reinforcements and the Stark Gunship's drones to spawn to up your count.

<<	Mission 01	Mission 02	Mission 03	Mission 04	>>
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Mission 3: Stark Weapons

RECOMMENDED EQUIPMENT

Core System :: Mark III
 Repulsors :: Core Repulsor
 Power Systems :: Primary
 Auxiliary Weapons :: Micro-Grenades
 Mobility Enhancements :: Core Thrusters

ENEMIES TO DESTROY

Destroy 100 enemies

HERO OBJECTIVE

Don't harm the Air Force pilots

TIME CHALLENGE

Beat the level in under 9:00

Your primary objective for the first part of this level is to destroy 7 weapons caches, marked in orange on your radar, around the map. Using the center of the map as a point of reference, we recommend moving to the nearest cache and taking out the ones in the crescent shape canyon in a counterclockwise fashion. The first is directly in front of where you spawn.



Hover just far enough away to target the cache and its defenders. Some of the weapon containers are inside the building.



Always target air enemies before others, as they tend to be armed with missiles. Gunships will appear in the skies throughout this level, so be on the lookout for their distinct circular signature on your radar.



Send grenades and repulsor fire at the enemies on the bridge, then clear out those around the cache to the north of it. There is a hidden cache in a lot beside the building, so be sure not to miss it.



Keep moving along the north side of the canyon and as you clear out the next cache, drop down and enter the building. Take out the tanks first, as they pack a punch.



The next cache is down in the canyon hidden well beneath a building. Make sure the coast is clear before going in. Just on the other side of the bridge is a pesky missile launcher to deal with as well.



The final cache is on the south side of the canyon, up in the hills. Be sure to take out gunships before approaching it. After it's been disposed of, your new objective will be moving vehicular caravans on the surface roads and bridges above the canyon.



The caravans are marked in orange, so just fly around and take them out from a distance. They move at a snail's pace and have no defenses.



The last few convoy vehicles will come out of a garage near where you began the level at one tip of the canyon. After these are destroyed, a Dreadnought will appear. Instead of taking it head on, which is suicide, you'll have to use Iron Man's most sacred power: the cheap shot.



Fly back to the end of the canyon where you took out your first cache and hide in the hills on the east side. The Dreadnought will eventually park in the dead end below.



When it does, simply thrust upwards and send a volley of grenades and repulsors at its weapons, marked in blue on your HUD. Reroute power to Life Support so you can recharge your life faster for another round.



The Dreadnought's power won't recharge, so just give the hatch your all and it will detonate.

HERO OBJECTIVE

Don't kill the Air Force Pilots.

To yank the pilots out of their cockpits you'll just need to get relatively close to the jets and grapple them. They make this easier by running attack runs right through your chest if you are at their height. Reroute power to Life Support so you can ignore their fire.



Hover at the jets' altitude and watch them on radar. They'll make a run right at you, so just be patient.



When they do, hold grapple and you'll eject them to (relative) safety. You can then do whatever you want with the jet.



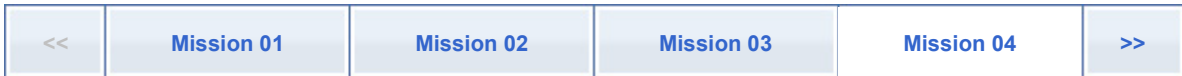
Eject the three pilots, or just blow up the jets if you aren't worried about your Hero Objective, and your heart is made of iron just like your fancy murder suit, to finish the mission.

TIME CHALLENGE

Shoot down the fighter pilots (in cold blood).

ENEMIES TO DESTROY

This shouldn't be a problem, the map is crawling with enemies. Be sure to take out those that respawn during the convoy portion of the level.



Mission 4: Maggia Factories

RECOMMENDED EQUIPMENT

Core System :: Mark III
 Repulsors :: Core Repulsor
 Power Systems :: Primary
 Auxiliary Weapons :: Micro-Grenades
 Mobility Enhancements :: Core Thrusters

ENEMIES TO DESTROY

Destroy 75 enemies

HERO OBJECTIVE

Save the civilian warehouses

TIME CHALLENGE

Beat the level in under 7:00

This level has a cluster of well-protected civilian warehouses in the middle of 4 satellite control centers, which look like little villages. Your first objective is to destroy the control centers. Head northeast to the closest orange blip on your radar and HUD, the lightly guarded first control center. Hover above and take out the soldiers, tanks and artillery, then take out the control center marked in orange. You may want to route power to Weapons to make this go faster.



Fly over to the next control center, just northeast. Here, Jarvis will recommend you stay off the ground. No problem, just hover above and target the enemies and the control center.



On your way to the next center take out the tanks on the bridge. Jarvis will recommend you go in on foot this time to avoid the AA missiles mounted on each building and on the mountain behind the control center. It really isn't so hard to just target these as usual, but they won't hit you on the ground.



Head south to the final control center and clear the village of threats but DO NOT hit the control center just yet. Instead, take a look at the central warehouse area to the east.





Hide in the nearby hills and peek out to send grenades and repulsor fire at the gunships. Once their down, clearing out the village is easy.



Back track to the last control center and take it out. You'll be prompted to take out some gunships now, so head back to the factory cluster and take aim at the ships from afar.



HERO OBJECTIVE

Save the civilian warehouses.



The 4 warehouses are marked on your radar in green. They are black and white striped buildings with pointed, ridged roofs. Enemies marked in orange will approach from the three roads around the village and take aim at the warehouses.



After this, dropships will approach the civilian warehouse area. Try and take a few out, or just hit the tanks as soon as they fall. These will be backup for Scarlotti, AKA Whiplash, who now appears in the little central village. Gunships may appear as well, so be sure to take those out before going for Whiplash.



With no reinforcements, Whiplash is a breeze. He can't leave the village, so just hover out of reach of his grapple beam and let him have it.



Bring his life bar to zero to beat the level.

TIME CHALLENGE

This is easy if you go and destroy the fuel tanks at the weapons factories instead of protecting the civilian warehouses.

ENEMIES TO DESTROY

Take out all the tanks in between control centers in the first phase of the level. Check your radar during the civilian protection part and you'll see plenty of blue, non-essential targets to destroy around the central village. When the dropships come before the battle with Whiplash, let them bring the reinforcements and nail them on their retreat.

<<

Mission 05

Mission 06

Mission 07

Mission 08

>>

Mission 5: Maggia Compound

RECOMMENDED EQUIPMENT

Core System :: Mark III / Striker
Repulsors :: Core Repulsor / Meson Repulsor
Power Systems :: Primary / Converter Augmented
Auxiliary Weapons :: Micro-Grenades
Mobility Enhancements :: Core Thrusters

ENEMIES TO DESTROY

Destroy 66 enemies

HERO OBJECTIVE

Destroy the Prometheus Missiles

TIME CHALLENGE

Beat the level in under 4:30

Before infiltrating the Maggia Compound you'll have to take out 10 perimeter defenses circling it, marked in orange. These are all missile and AA turrets, and are easy to destroy. But before even starting that, there are three missiles to take care of if you are going for the Hero Objective. If you are going for the Time Challenge, you'll have to hit at least one missile to return the orange perimeter defense target icons to your HUD.



HERO OBJECTIVE

Destroy the Prometheus Missiles (3).



Immediately fly to your first target, a missile silo just to the southeast of where you begin the level. Target the silo marked in yellow only after killing any gunships and missile launchers around. The Prometheus Missile will launch and you'll still have a bit of time to destroy it, but you shouldn't have a problem just getting it on the ground.



The next silo with a Prometheus Missile is to the east. Zip over there and take out gunships first, then nail it from a distance.



The final silo is tucked away in the mountains far to the north. You know the drill, get that missile before it launches and you're in the home stretch.





The perimeter defenses are all on the tips of the mountains circling the compound, and some pack a punch.



After nailing ten, fly down into the valley leading into the compound on its west side.



You'll now need to destroy the power core located under the bridge in the valley. It's relatively unprotected, so you can just swoop in and nail it with grenades if you'd like, just stay low in the valley. If there are any enemies around it, they are puny tanks.



Destroy the core to beat the level.

TIME CHALLENGE

Come back to this level with a fancy suit, like the Classic Mark I (see our Suits Section for how to get this suit) and go right for the perimeter defenses. Destroy them between missile launches, then go right at the power core when you have the chance.

ENEMIES TO DESTROY

Be sure to get all the enemies around each silo and the constantly spawning gunships while taking out perimeter defenses and you're good to go.

<<

Mission 05

Mission 06

Mission 07

Mission 08

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Mission 6: Flying Fortress

RECOMMENDED EQUIPMENT

Core System :: Mark III / Striker
Repulsors :: Core Repulsor / Gatling Repulsor
Power Systems :: Primary / Converter Augmented
Auxiliary Weapons :: Micro-Grenades / Vespид Missiles
Mobility Enhancements :: Core Thrusters

ENEMIES TO DESTROY

Destroy 58 enemies

HERO OBJECTIVE

Prevent civilian casualties

TIME CHALLENGE

Beat the level in under 7:00

The Flying Fortress is heading for land, and its ETA is 10 minutes.

HERO OBJECTIVE

Prevent Civilian Casualties.

Take down the aircraft in 10 minutes to win the Hero Objective. Begin the level by switching power to Life Support and use your afterburner to catch up to the airship.



If you have the Striker equipped here this part should be a bit easier, as the shield prevents you from taking excessive flak damage. If you do not, then you'll probably sacrifice a life just catching up to the massive aeroplane. Try and dodge the flak as best as possible and keep moving. If you leave the immediate Flying Fortress area at any time you'll encounter this stuff again, so beware.



You should head for the bottom of the plane first, the entire topside is patrolled by respawning gunships, and they will overwhelm you with missiles. Your first targets are 10 Anti-Aircraft defenses, which are marked in orange on your HUD. There are actually many of these turrets, but you'll just need 10.



There are 6 on the plane's belly, so start at one end and get all six. After that, fly up in between the wings of the aircraft and get 4 more on one side of the plane, still safe from the gunships up top. Stay away from the jet engines, as they'll shoot you far away from the plane if you get too close



Your next group of targets are four hangars on the outer edge of aircraft, on top and to the rear of the edge of each wing. You can hide just below the hangars relatively safe from fire, but watch out for gunships on your radar.



When Jarvis tells you the hangars are open, hover up to their level and shoot at the fuel tanks inside. You can lock onto

these; they are marked in orange on your HUD.



With these destroyed, you can now enter the hangar in the middle of the front side of the aircraft. Fly in and take out all the AA guns on the floor and ceiling. The four cooling tanks you need to destroy are all right here.



Now you'll need to head for the reactor, located on top of the Flying Fortress, right in the middle. It's heavily guarded, but with a little stealth you should be able to get right up to it. Fly under the belly of the plane until you are directly under it on your radar.



Fly up and over and down through the open hatch.



Pelt it with repulsors and missiles to destroy it with ease.



TIME CHALLENGE

Using our walkthrough you should have several minutes to spare, but if you need an extra boost wait until you've unlocked some powerful suits and you won't have to worry about those pesky gunships.

ENEMIES TO DESTROY

There are many, many extra enemies around the aircraft. A good time to get some extra kills is right at the start when you are taking out the AA guns. Check for blue spots on your radar and be sure to take out all the gunships that spawn. For your last few kills, take out the turrets around the reactor and the remaining gunships.

<<	Mission 05	Mission 06	Mission 07	Mission 08	>>
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Mission 7: Arctic Battle

RECOMMENDED EQUIPMENT

Core System :: Striker
Repulsors :: Gatling Repulsor
Power Systems :: Primary / Converter Augmented
Auxiliary Weapons :: Vespide Missiles
Mobility Enhancements :: Core Thrusters

ENEMIES TO DESTROY

Destroy 72 enemies

HERO OBJECTIVE

Destroy the laser before it fires at the reactor

TIME CHALLENGE

Beat the level in under 12:00

For your first objective you'll need to take out 10 Air Defenses at 3 locations around the map. The closest location has two of them, so knock those out immediately.



There are 5 more at the next site, and two gunships to contend with. Throughout this level there are tiny rocket troopers, who are not only difficult to spot but packing missiles. These should always be dealt with first along with the powerful gunships. Search them out on your radar and use the Gatling Repulsors and Vespид Missiles (which both track quick moving enemies well) to knock them out of the sky.



The final cluster of Air Defenses is at a landing strip across the map. You may have noticed by now that there are a few fighter jets constantly firing at you. Go up to their altitude, lock on with your Vespids and take them out. Repulsors can hit jets too, but only the Gatling Repulsors are speedy enough to catch the jets on their attack runs.



Take care of the landing strip and head for the nuclear towers.



While Bullski initiates dialogue bide your time by clearing out the area around the nuclear reactors. Soon he'll pull out the

big gun, and you should put a nuclear tower between you and it.



This gun will knock your life down quite a bit, but won't shoot through solids, so just hide when you hear it charge up. Your next objective is to take out the 3 Power Centers.



Next, stay low and use your afterburners to reach the Power Center to the far north, away from the big gun. Again, put the Power Center structure between you and the gun.



There are quite a few tanks and airborne enemies to contend with before you can get a clear shot at the Center. Just take out one at a time and don't get nailed by the laser.



At the Final Power center there are rocket troopers and plenty of turrets. The cover of the mountain ridge and the Center makes for a good defensive position, though. Just take your time and knock out enemies one at a time.



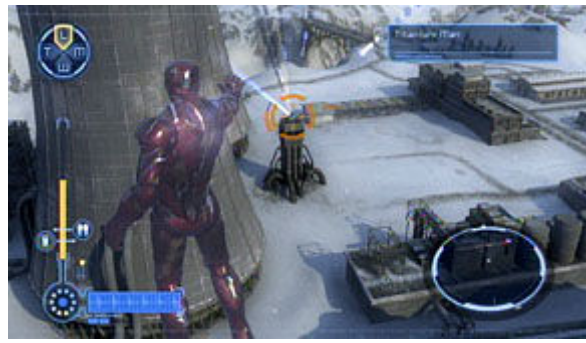
HERO OBJECTIVE

Destroy the laser before it fires at the reactor.



As soon as the last Power Center is destroyed fly over to the Tatyana, the lady laser, and give it all you've got. Hover out of range of the gunships and strafe the tower while locked-on to it. It takes a beating, but it will go down before it can fire. Now you just have to deal with Titanium Man.

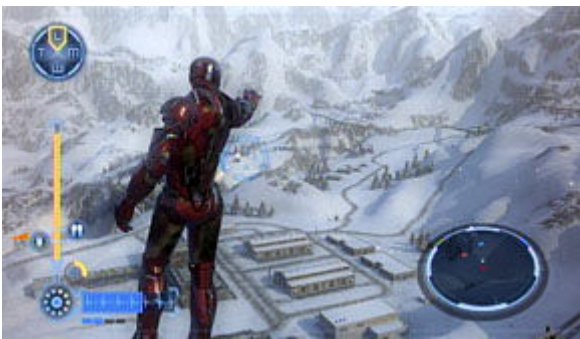




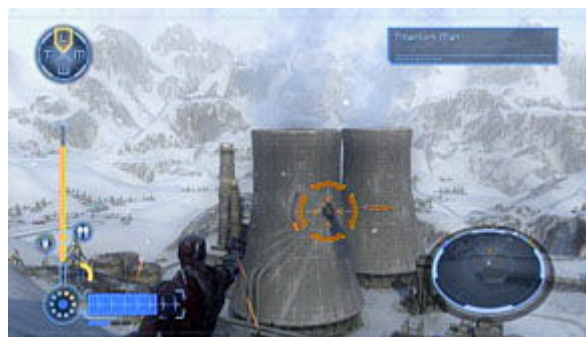
This boss fight is all about playing it safe. Go up into the mountains south of the tower and set up a defensive position there. Hovering up to fire and dropping back down to recharge your life meter is the only way to chip away at Titanium Man's life without great risk to yourself.



If you get smacked by a barrage of missiles, it's due to the respawning troopers by the nuclear reactor. They may be able to lock onto you, but you'll have to get closer to them to take them out. It's an annoyance, but they present a very real threat.



The greatest attack Titanium Man has is a Unibeam of sorts, but you can hear him charge it, allowing you to drop to safety.



After several minutes of constant repulsor and missile fire, he'll go down.



TIME CHALLENGE

It doesn't take a special suit to knock out Titanium Man within the time limit, but we recommend coming back when the Mark III is leveled up all the way. The strongest Vespids and Gatling Repulsors will do the trick, everything else is too slow to hit him.

ENEMIES TO DESTROY

This one comes naturally with all the respawning minions this level has to offer.

<<	Mission 05	Mission 06	Mission 07	Mission 08	>>
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Mission 8: Lost Destroyer

RECOMMENDED EQUIPMENT

Core System :: Striker / Advanced Striker
 Repulsors :: Gatling Repulsor
 Power Systems :: Primary / Converter Augmented
 Auxiliary Weapons :: Vespид Missiles
 Mobility Enhancements :: Core Thrusters

ENEMIES TO DESTROY

Destroy 108 enemies

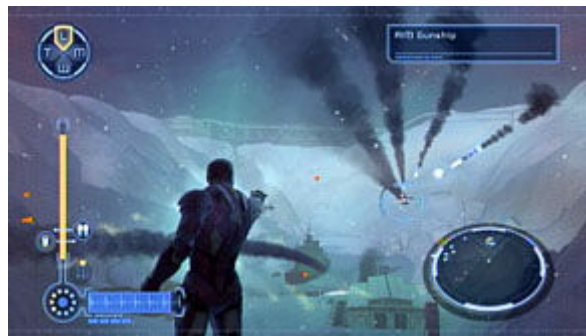
HERO OBJECTIVE

Don't attack the destroyer

TIME CHALLENGE

Beat the level in under 14:00

You'll never even need to approach the 'Lost Destroyer' of this level, so don't bother. The first ship you see is an ice breaker, so feel free to fire at it.



That green bubble you see around the icebreaker is being generated by a Controller Device in the small building. After taking out all the air and ground units, target it from around the front, by the ice breaker to take it out.



The orange-marked enemies will slowly come at you from the canyon. Take out everything on your radar before proceeding--you'll be updated by Jarvis when the area is clear.



A submarine will periodically surface throughout the level. It's more of a distraction than anything else, but if it's annoying you too much, just target the large gun and it will submerge to repair itself.



The sub will appear below, so take out its gun if things get hairy. A wave of reinforcements will arrive by air and by ground via the bridge, just keep an eye on the radar and take them all out.



Go west to the next site, a dock nestled in a deep fjord.



The Controller Device is located in the middle of the dock. Waves of reinforcements come in by air and over land from the frozen lake where the destroyer is stuck.



The final station is crawling with enemies. Take out the gunships first and then strafe the orange marks on your HUD.





After the last orange blip is taken care of—we had to search out an elusive gunship far away to get the final kill—you'll be instructed to take out the submarine and the destroyer. For reasons that remain unclear you DO NOT need to ever approach the destroyer. Just find the submarine.



HERO OBJECTIVE

Don't attack the destroyer.



Just go to the sub and hover directly above it so you can get a clear shot at the hatch.



Direct your fire at it continually, ignoring the gun. Route your power to weapons if you have strong enough armor to withstand the deck gun's fire. The sub will gain life by submerging every once in a while, but you'll damage it enough to negate this activity. Keep at it and the mission will not only end, but you'll nab the Hero Objective without ever taking on the destroyer!

TIME CHALLENGE

By ignoring the destroyer you shouldn't have any problem completing the Time Challenge. Take heavy weapons or the Mark I Classic to make it go even faster.

ENEMIES TO DESTROY

This should happen naturally with the plentiful goons of this level.

<<	Mission 09	Mission 10	Mission 11	Mission 12	>>
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Mission 9: On Defense

RECOMMENDED EQUIPMENT

Core System :: Striker / Advanced Striker
Repulsors :: Gatling Repulsor / Multi-Phase Gatling Repulsor
Power Systems :: Converter Augmented / HEC Augmented
Auxiliary Weapons :: Vespид Missiles / Advanced Vespид Missiles
Mobility Enhancements :: Core Thrusters

ENEMIES TO DESTROY

Destroy 35 enemies

HERO OBJECTIVE

Don't destroy any power plants

TIME CHALLENGE

Beat the level in under 11:00

This level can be completed in just a minute or two if you are aggressive. Keep your distance from Titanium Man and keep a steady stream of Gatling and Vespид fire trained on him. Power your Life Support and use your shield to recover if you lose health, but try to stay focused on damage.

HERO OBJECTIVE

Don't destroy any power plants.



When Titanium Man takes off, switch power to Weapons and pursue him while locked on and firing. He won't even reach his destination (the first power plant he can recharge at). If he does get there, just destroy the plant and keep on him. He's a pushover!



TIME CHALLENGE

Our walkthrough should help you nab this with ease.

ENEMIES TO DESTROY

To get this bonus you'll have to follow Titanium Man around to each of his plants without killing him. At each more enemies will spawn; both gunships and tanks. The battle will be more difficult due to its extended length, but you have to hold out to get your kill count up.

<<	Mission 09	Mission 10	Mission 11	Mission 12	>>
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Mission 10: Save Pepper

RECOMMENDED EQUIPMENT

Core System :: Striker / Advanced Striker
Repulsors :: Gatling Repulsor/Multi-Phase Gatling Repulsor
Power Systems :: Converter Augmented/HEC Augmented
Auxiliary Weapons :: Vespid Missiles/Advanced Vespid Missiles
Mobility Enhancements :: Core Thrusters

ENEMIES TO DESTROY

Destroy 85 enemies

HERO OBJECTIVE

Protect the outlying, occupied buildings (the Tesla coil towers)

TIME CHALLENGE

Beat the level in under 25:00

This level puts you on the defensive. The power plant in the middle of the level is under attack from all sides by ground and air units, not to mention constant missile barrages. The 'Tesla coils' around the level that look like energized rings will send a burst of power to the plant, temporarily destroying its attackers. You'll want to fly through one of these on your way to the plant, straightaway.



The 4 Tesla coils are marked on your radar in green, and they are on roughly every side of the reactor. The clouds of incoming missiles, shown in red on your radar, should be dealt with at a high altitude with Gatling Repulsor fire. Just put yourself in between the reactor and the missiles and fire away in their general direction.



HERO OBJECTIVE

Protect the outlying, occupied buildings (the Tesla coil towers).

Now comes a bit of multitasking. As dropships bring in tanks and gunships enter the area, they will attack the Tesla ring structures. The structures turn yellow on your radar when under attack. Kill all the enemies nearby and they'll turn green again—they can only take so much damage before they blow, and you lose points for your Hero Objective.



You need these structures to keep enemies off the reactor. Keep flying through them whenever Jarvis mentions that the "core has stabilized" to send another burst of power to clear out gunships and the like from the central reactor.



After a final wave of dropships and gunships, the enemy will retreat.



Fly up above the reactor and watch your radar as a volley of missiles comes in. Soon they are coming from all directions, so try and keep hitting them with your Gatling Repulsors. If you, and the reactor, survive this minute-long wave, victory is yours.

TIME CHALLENGE

Be sure to fly through a Tesla ring right off the bat to initiate the battle. Otherwise, you'll have to wait for Jarvis to update you a few times before you see any action.

ENEMIES TO DESTROY

isn't exactly a challenge, but be sure to search the city for blue blips on your radar. There are a few out-of-the-way turrets to hit.

<<	Mission 09	Mission 10	Mission 11	Mission 12	>>
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Mission 11: Island Meltdown

RECOMMENDED EQUIPMENT

Core System :: Advanced Striker
Repulsors :: Multi-Phase Gatling Repulsor
Power Systems :: HEC Augmented
Auxiliary Weapons :: Advanced Vespud Missiles
Mobility Enhancements :: Agility / Agilitas Thrusters

ENEMIES TO DESTROY

Destroy 80 enemies

HERO OBJECTIVE

Destroy the Proton Cannon before it fires

TIME CHALLENGE

Beat the level in under 12:00

There are four heavily guarded Power Couplings in all four cardinal directions surrounding the Proton Cannon in the middle of this level. Head for the East Power Coupling first, and take out the gunships above it and the hard-to-spot AIM-X Soldiers with jetpacks.



By this point, AIM-X Fighters should be attacking you regularly, so use your Advanced VESpids and Gatling Repulsors to take them out swiftly and permanently. Return to the East Coupling area, clear out the ground forces and then destroy the Coupling. It will repair itself, so you have to knock out all 4 to keep that from happening. Reinforcements will

constantly spawn at all 4 sites



Your priority should always be taking out gunships and jetpack/rock troops, who can cause the most damage over huge distances, followed by missile launching ground forces and then the Couplings. At the North Coupling there are several tanks and turrets you can completely ignore. Blow up the coupling and follow the mountain ridge over to the West Coupling.



Tale out any missile launchers in the area before attacking the coupling.



This segment can get pretty hectic, but like in the Lost Destroyer level, you can cheat a bit by going for the right target and ignoring (almost) everything else. Destroy the Power Cannon and the level will end with an automatic death for Hogan.

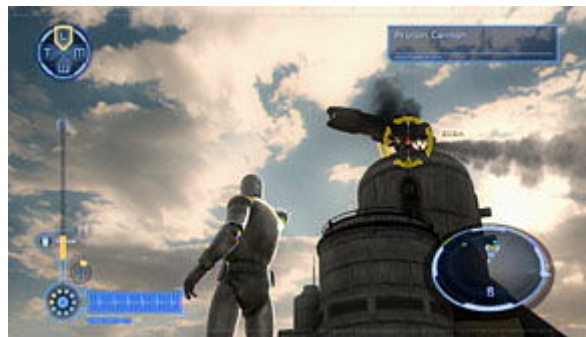


HERO OBJECTIVE

Destroy the Proton Cannon before it fires.



Before anything you should take out as many threats as possible that are shooting at you on the island. Then you have a choice, either kill Hogan by targeting him and unloading-it's pretty easy- and then take out the cannon with a few Unibeam blasts. As mentioned before, though, you can just totally skip that and aim for the Cannon from cover far below. Hover just out of reach of Hogan, below the lip of the island, and fire at the cannon with all you've got.



Take out any rocket troops that spawn, and if you route power to Weapons, be sure to activate your shield and drop out of site if things get crazy. Bypassing the fight with Hogan altogether should make the confrontation a breeze.

TIME CHALLENGE

Head back with an upgraded suit to make the Couplings and Proton Cannon go down in a jiffy,

ENEMIES TO DESTROY

With respawning rocket troops, constant reinforcements at all 4 Power Couplings, and a general glut of enemies, this should be easy.

Mission 12: Space Tether

RECOMMENDED EQUIPMENT

Core System :: Advanced Striker
Repulsors :: Advanced Ion
Power Systems :: HEC Augmented
Auxiliary Weapons :: Gyges Micro Grenades
Mobility Enhancements :: Agilitas Thrusters

ENEMIES TO DESTROY

Destroy 55 enemies

HERO OBJECTIVE

Sever the tether in 4 minutes

TIME CHALLENGE

Beat the level in under 10:00

Since you should have fully powered up Mark III Armor by this point, and the enemies still rely on the same old tricks, this level is a cakewalk. The four initial targets are Maser Accumulators, small domes on every side of the tether.



The key to this level is speed and stealth. Get under the Accumulators, fire at the orange spot marked on your HUD and get out. To make this easier, drop in with your shield activated. Route your power to Life, too, in case you take fire.



The first Accumulator is easy to drop in on. After that, head south down the canyon to the next one.



Cruise down the canyon and fly right up to the next Accumulator, then retreat into the mountain crags nearby after it's destroyed.



Immediately after these are taken out, fly to the center of the level to the tether tower. Get behind the structures holding up the Control Centers that your HUD shows in orange. Be aware of rocket troops here, as no other threats should be able to reach you.

HERO OBJECTIVE

Sever the tether in 4 minutes.

After destroying some of the Centers, you'll be told you only have 4 minutes to sever the tether. You'll only need two, at the most.



After destroying the 4 Centers, move up the tower and fly inside the core area next to where your targets are.



Now, route power to Life Support and prepare for a beating. Use your afterburners to rocket to the very tip of the tether tower.



Heavy gunships will hit you on the way up, ignore them and keep going. At a high altitude you'll be relatively safe.



Circle the tether supports, marked in yellow on your HUD, lock on, and destroy each. It should take a matter of seconds to bring the tether crashing down.



TIME CHALLENGE

Use a suit with extremely high-yield weapons like the Mark I Classic to make this zip by even faster.

ENEMIES TO DESTROY

There are many, many enemies to destroy on this level, and 55 isn't very much to ask. Try using a heavy armored suit like the Hulkbuster to make things easier.

<<	Mission 13				>>
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Mission 13: Showdown

RECOMMENDED EQUIPMENT

Core System :: Advanced Striker
Repulsors :: Multi-Phase Gatling Repulsor
Power Systems :: HEC Augmented
Auxiliary Weapons :: Advanced Vespide Missiles
Mobility Enhancements :: Agility / Agilitas Thrusters

ENEMIES TO DESTROY

N/A

HERO OBJECTIVE

N/A

TIME CHALLENGE

N/A

Ahh, the final boss, Iron Monger. He's cheap, overpowered and will take a long time to kill--and that's not the end of the mission! You'll need at least 2 lives to sacrifice at the end of the fight, so conserve your energy. Iron Monger has a whopping 4.5 life bars. After you take down the final one halfway, you'll have to initiate a grapple. To begin with, back away from Iron Monger and take cover behind a building, locked on and firing the whole time.



For Iron Monger's first 4 life bars, you'll have to whittle him down slowly with your Gatlings and Vespids. Why not use something more powerful, you ask? Because he zips around the level like a giant metal gnat and you'll never hit him with slower, stronger weapons! The idea here is to keep not only a building, but a great distance between you and him the entire fight.



Peek out from cover and unload until either your life plummets to about 1 / 4 or you hear him whirring and banging up his super-beam. Throw on your shields and drop behind the building and wait a bit to recover. His Unibeam rip-off is his most powerful attack and cannot be stopped. His other attacks are as follows: he'll fire large volleys of missiles, which your Gatlings can detonate in mid-air for extra damage on Monger; he'll fire individual smart-missiles which also make a whiz-bang noise, and can be tossed back (not recommended due to his constant firing) or avoided in cover; he'll fire bullets, which are weak but should be avoided; he'll grapple you for a strong pile drive-like move, so just keep far away.



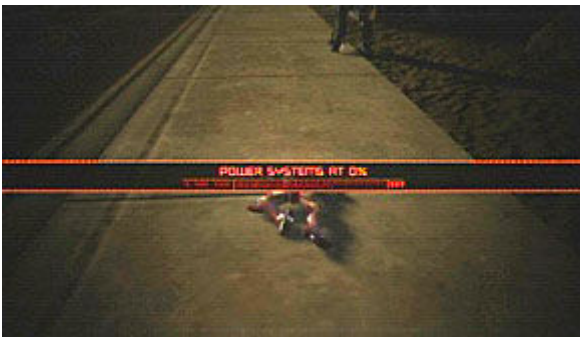
Between lives he'll plummet to the ground. Use this opportunity and the ensuing chase to keep unloading. After 3 life bars, he'll slow down a bit allowing you to Unibeam him, albeit at GREAT risk to yourself. This will help tick off his life meter a bit faster, but you're in for an exceedingly long battle, so patience is a necessity.



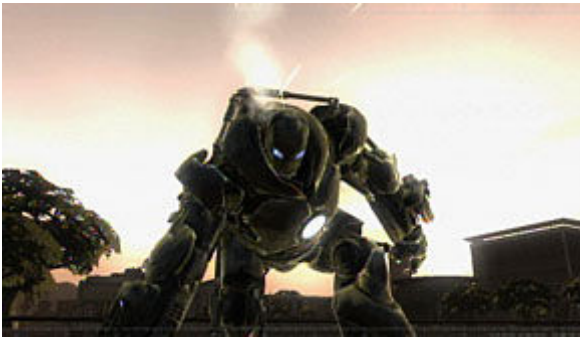
He'll be permanently grounded on life bar 5, at which point you should still be nailing him from cover.



Fly over him and drop straight down, or just use your Afterburners to head right for him.



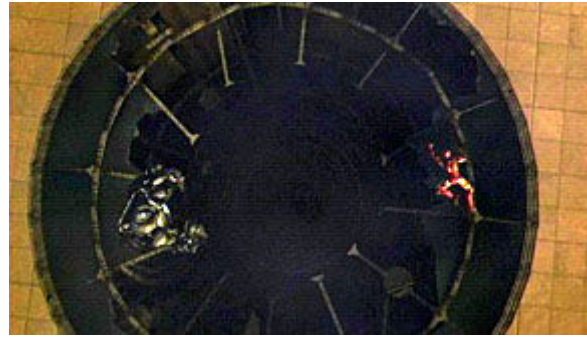
You will probably lose a life, Energy Shield or not, but just get up, dust yourself off, and grapple him by holding MELEE. Rapidly press MELEE when prompted and you'll end the fight, but not the level! Hope you have some lives left...



Actually, your to-do list is rather short. Fly to the top of the building marked on your radar, land and begin firing at the targets marked in yellow. Make sure your power is routed to Life Support, and use your shield wisely.



Ignore the activity around you and just go for the Arc Reactor Power Regulators. The targets go down pretty fast, but it's a race against your life bar. Luckily on the roof you are somewhat out of the fray. If you manage to dispose of all 4, Iron Monger will magically warp to the roof and die, permanently. Congratulations! Winners don't do drugs!



Iron Man Armory

Core Systems	Repulsors	Primary Power	Auxiliary Weapons	Mobility Enhancements
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Your Core System is responsible for keeping the many projectiles you encounter from harming your expensive, millionaire face. As you upgrade your Core, your Life Bar increases and you'll be able to use defensive Countermeasures. Consequently, this should be the first thing you upgrade, followed by your Repulsors and Auxiliary Weapons. The Energy Shield equipped with the Striker and Advanced Striker System is the most useful countermeasure, and can be activated great cost to your Power Meter in order to protect you and let you recharge your Life Bar in emergencies. Stealth and Chaff Missile Defense are less effective means of evading enemy fire: Chaff Defense lures missiles away when activated and Stealth makes your enemies fire semi-blind.

System	Level	P. Resist	B. Resist	Melee	Counter	Unlock
Mark III	1	0	0	0	None	Default
Improved Mark III	2	000	0	00	Chaff Missile Defense	Beat First Flight
Striker	2	00	00	00	Energy Shield	Beat First Flight
Advanced Mark III	3	0000	00	0000	Chaff Missile Defense	Beat Flying Fortress
Advanced Striker	3	000	000	0000	Energy Shield	Beat Flying Fortress
Specter	3	00	0000	0000	Stealth	Beat Flying Fortress

Core Systems	Repulsors	Primary Power	Auxiliary Weapons	Mobility Enhancements
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Repulsors are your hand-mounted, projectile-firing main weapons. These should be your third-priority as you upgrade your systems, behind Life Support and Auxiliary Weapons. The Gatling and Multi-Phase Gatling Repulsors are extremely useful for hitting fast moving targets like wannabe Iron Men, missiles and jets. They are a bit weaker, but fire quickly and accurately enough to almost always make up for it. They are your best bet in nearly every fight. The Meson and Meson Cannon Repulsors have opposite qualities: they fire slow, heavy projectiles that aren't very useful unless you pair them with Vespider Missiles for your enemy seeking needs. The Core, Ion and Advance Ion Repulsors balance speed and damage, but just aren't as versatile as the Gatling Repulsors.

Repulsor	Level	Damage	Fire Rate	Blast Radius	Precision	Unlock
Core	1	0	00	0	0	Default
Ion	2	00	00	00	00	Beat Maggia Factories
Meson	2	000	0	000	0	Beat Maggia Factories
Gatling	2	0	000	0	000	Beat Maggia Factories
Advanced Ion	3	000	00	000	000	Beat Lost Destroyer
Meson Cannon	3	0000	0	0000	00	Beat Lost Destroyer
Multi-Phase Gatling	3	00	0000	0	0000	Beat Lost Destroyer



The Primary Power system manifests itself in your Power Meter, which can be routed to Weapons, Life Support Melee and Thrusters as needed. The more advance your Power System, the greater your Power Meter. The Special provided by a Primary Power system is either Rapid Unibeam, which increases the destructive power of the Unibeam, or Damage to Energy, which fills your Power Meter as you take damage. The latter is always more useful. Your Primary Power system is a low-priority upgrade, behind Core and Weapons, but still more important than Mobility Enhancements.

System	Level	Capacity	Efficiency	Unibeam	Special	Unlock
Primary	1	0	0	0	None	Default
Micro Fusion	2	00	00	00	Rapid Unibeam	Beat Stark Weapons
Converter Augmented	2	00	00	00	Damage to Energy	Beat Stark Weapons
Plasma Core	3	0000	0000	0000	Rapid Unibeam	Beat Arctic Battle
HEC Augmented	3	0000	0000	0000	Damage to Energy	Beat Arctic Battle

Core Systems	Repulsors	Primary Power	Auxiliary Weapons	Mobility Enhancements
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Your Auxiliary Weapons must be recharged every few seconds and serve as the main punch of your arsenal. You should upgrade your Auxiliary Weapons right away in order to unlock the incredibly useful Vespид Missiles, which track enemies you are locked onto with absolute precision. Like Gatling Repulsors, Vespид Missiles make hitting moving targets easy while Micro-Grenades are generally too slow for the job.

System	Level	Damage	Fire Rate	Precision	Special	Unlock
Micro Grenades	1	00	00	00	Unguided Grenades	Default
Aegean Micro-Grenades	2	000	000	00	Unguided Grenades	Beat Maggia Compound
Vespид Missiles	2	00	00	0000	Guided Missiles (3)	Beat Maggia Compound
Gyges Micro-Grenades	3	0000	0000	00	Unguided Grenades	Beat On Defense
Advanced Vespид Missiles	3	000	000	0000	Guided Missiles (5)	Beat On Defence

Core Systems	Repulsors	Primary Power	Auxiliary Weapons	Mobility Enhancements
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Save your assets and don't worry about upgrading your Mobility Enhancements until you have an excess of assets or have upgraded everything else. You may get a bit more Afterburner efficiency, speed or mobility out of these enhancements, but it will be negligible.

Thrusters	Level	Speed	Agility	Dodge	Ram	Unlock
Core	1	0	0	0	0	Default
Advance Core	2	00	00	00	00	Beat First Flight
Pulse	2	000	0	0	000	Beat First Flight
Agility	2	0	000	000	0	Beat First Flight
Requid	3	000	000	000	000	Beat Arctic Battle
Celeritas	3	000	000	000	000	Beat Arctic Battle
Agilitas	3	0000	00	00	0000	Beat Arctic Battle

Iron Man Suits

<<	Normal Suits	Special Suits	>>
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MARK III



Designed for customization, the Mark III armor can be equipped with a variety of enhancements.

ARMOR	000	REPULSORS	000	POWER SYSTEM	000
AUX WEAPONS	000	MOBILITY	000	DEFENSE	custom

UNLOCK

Default Suit.

CLASSIC SUIT



Iron Man's first iconic armor debuted in Tales of Suspense #48 and underwent several subtle cosmetic changes before finalizing its look in Tales of Suspense #66. It was the first suit to feature the trademark palm-mounted repulsor rays.

ARMOR	0000	REPULSORS	00000	POWER SYSTEM	00
AUX WEAPONS	00	MOBILITY	00	DEFENSE	stealth

UNLOCK

Complete One Man Army vs. Mercs.

EXTREMIS



Used during major events such as Civil War, and appearing during the "Extremis" story arc, this armor represents Iron Man's modern look. In this suit he has achieved new levels of power.

ARMOR	000	REPULSORS	000	POWER SYSTEM	00
AUX WEAPONS	000	MOBILITY	0000	DEFENSE	stealth

UNLOCK

Complete One Man Army vs. Maggia.



Tony constructed the Mark II armor with an emphasis on exploring flight potential. As the first suit of Iron Man armor built at Stark Industries, the Mark II armor was soon replaced by the Mark III.

ARMOR	00	REPULSORS	00	POWER SYSTEM	0000
AUX WEAPONS	00	MOBILITY	00000	DEFENSE	none

UNLOCK

Complete One Man Army vs. Ten Rings.



The name says it all. This, the first version of Iron Man's Hulkbuster armor, appeared in Iron Man #304, and greatly boosted the hero's strength and durability, enabling him to fight the Hulk one on one.

ARMOR	00000	REPULSORS	0000	POWER SYSTEM	00
AUX WEAPONS	000	MOBILITY	0	DEFENSE	shield

UNLOCK

Complete One Man Army vs. AIM-X.



This first-ever Iron Man suit was built during the character's initial appearance in Tales of Suspense #33, and this design originates from the interpretation from Iron Man Vol. 4 #5.

ARMOR	0000	REPULSORS	0000	POWER SYSTEM	00
AUX WEAPONS	0000	MOBILITY	0	DEFENSE	shield

UNLOCK

Complete One Man Army vs. AIM.

SILVER CENTURIAN



Sporting new colors, Tony used this suit during his fight with Iron Monger, his days as a West Coast Avenger, and in the first "Armor Wars" storyline.

ARMOR	00	REPULSORS	0000	POWER SYSTEM	000
AUX WEAPONS	0000	MOBILITY	00	DEFENSE	shield

UNLOCK

Xbox 360 Exclusive (beat the game).

ULTIMATE



UNLOCK

PS3 Exclusive (beat the game).

MARK I



Tony Stark built this in captivity in Afghanistan to make his daring escape.

UNLOCK

Only Available in Mission 1.

