

1

ESCAPE

MISSION DESCRIPTION

A group of insurgents known as the Ten Rings has captured Tony Stark and commanded him to create the ultimate weapon for their evil goals. Instead, Stark forges an armored suit capable of withstanding a heavy barrage, armed with a Flamethrower and lock-on-enabled missiles. Tony dons the suit and emerges from the caves to confront his enemies and destroy the stolen Stark weapons caches.



PRIMARY OBJECTIVE

ESCAPE THE TEN RINGS ENCAMPMENT.

ASSETS: 33

HERO OBJECTIVE

DESTROY ALL OF THE STARK WEAPONS.

ASSETS: 6

BONUS OBJECTIVES

TIME CHALLENGE: 5:45

ASSETS: 4

ENEMIES TO DESTROY

ENEMIES TO DESTROY: 90

ASSETS: 4



NOTE YOUR VERSION!

This walkthrough covers the Xbox 360 and PlayStation 3 versions of Iron Man, played on Normal difficulty mode. Enemy appearances and event triggers are different in Easy and Hard modes.

Scorch the Foot Soldiers

As Tony Stark dons the prototype Iron Man suit and attempts to blast his way out of the Ten Rings encampment, the first wave of resistance consists of machine-gun toting soldiers. Although machinegun fire inflicts little damage to Iron Man, continuous fire from several machineguns at once can significantly drain the suit. A suit failure occurs once it's been completely drained of residual armor and shows no life remaining. The suit can reboot three times before a mission failure happens. Failing the mission, you must restart from the very beginning. To avoid suit failure, move behind rocks, buildings, and other cover objects where enemy gunfire and missiles cannot reach. Taking cover allows the suit to restore Iron Man's health.



Press the Main Weapon button to use the Flamethrower, and douse the approaching soldiers with flames. While the arm cannon emits burning fuel, move the Look control to aim at targets. Each soldier dies immediately on contact with the fire spout, so there is no need to linger on a charred corpse. Be careful that you're not firing into the ground.





SUIT ENERGY METER NOT YET ONLINE

The suit powers the Flamethrower. When the suit's power level drains, the Flamethrower sputters and cannot be used again until the suit recharges. The suit's energy meter is not visible onscreen until Tony's fellow captive and tech expert Yinsen engages the Life and Energy readout system via remote uplink. This event occurs shortly, so just play it by ear with the Flamethrower for the time being.

Instant Kills with Your Fists!

Iron Man's Melee attack is even more powerful and immediately effective than the Flamethrower is. When in close range, press the Melee/Grapple button to punch the nearest soldier. The attack sends the target flying and eliminates them instantly. Combine strategies by using the Flamethrower while approaching enemies, then use Melee attacks to finish off

the last members of a squad in the most personal manner.

You can also grapple soldiers by pressing and holding the Melee/Grapple button.

Continue making your way down the slope and eliminate all soldiers that appear.



STAY ON YOUR TOES, LEAD FOOT!

Continuous movement can help to reduce the amount of damage sustained by machinegun fire, and also improves mission time. Completing the mission within the Time Challenge displayed prior to accepting the mission awards additional Asset Points, which are used to upgrade Iron Man's suits.

Exploding Objects

A small dwelling at the bottom of the long slope divides the path. Soldiers behind sandbags placed around the building pour on the bullets. Steadily approach the central dwelling and use the Flamethrower to set the closest stack of oil barrels on fire. When the barrels explode, they cause surrounding barrel stacks to detonate as well. The resultant chain explosion wipes out the enemies near the central building as well as terrorists behind the sandbags on the left.



After the impressive fireworks display, head around the right side of the building and use the Flamethrower to detonate another stack of barrels to take out a duet, one of whom wields a missile launcher.



Armor Buster!

Navigate down the slope and to the right. An APC (Armored Personnel Carrier) begins firing from around the corner. Rush it and strike its sides with Melee attacks before it can unload the soldiers it carries. Even if the soldiers do manage to disembark, the resulting explosion from smashing the APC kills the men on foot. Therefore, always go for the big, explosive machine rather than focus on singular enemies. Also keep in mind that Melee and Grapple attacks work much more efficiently against armored vehicles than weapons.



BASICS

ARMOR & UPGRADES

ENEMIES

MISSIONS

ONE MAN ARMY

SECRETS

SYS005 01 3462 21
SYS006 00 1423 11

BIO ACTIVE
VENT ACTIVE

SYS005 01 3462 2109867 990
SYS006 00 1423 1122496 002

BIO ACTIVE
VENT ACTIVE
RESP FLTR ACTIVE
OPTIC ACTIVE

Continue around the corner to the left. When clashing against the second APC, try performing a Grapple. Move next to the APC's main body, then press and hold the Melee/Grapple button. Iron Man seizes the APC and begins to lift.

The Melee/Grapple button icon flashes onscreen. Press the Melee/Grapple button rapidly to successfully complete the Grapple. Iron Man performs a custom take-down that destroys or significantly damages the armored vehicle. In the case of APC's, he flips them over and they explode!



TAP WITH SUCCESS

To ensure that the Grapple is successful requires extremely rapid tapping of the Melee/Grapple button. In fact, you must tap the button as rapidly as possible, which is certainly more rapid than the average thumb can manage! To tap the button rapidly enough, we recommend using whichever finger/button combo works best to successfully destroy the target each time. This mini-game increases in difficulty along with the difficulty mode.

Death's Alley

The narrow passage through the next area is choked with soldiers firing from both sides and an APC at the far end. Charging in with flames blazing is a sure way to trigger a suit failure. Instead, run diagonally across the area to the building ruins on the right side of the "alley". Move around the corner until gunfire is no longer hitting Iron Man, and wait there until his Life regenerates to full.



Head around the corner into the passage and use the Flamethrower to ignite the stacks of barrels. Destroying the barrels on the right side of the passage takes out the soldier on the ground and the rocket launcher above, and destroying the barrels on the far side causes an explosion chain reaction that takes out all the soldiers on the left side as well as the tank at the far end!



Energy Systems Online!

As Iron Man proceeds toward the distant bridge, Yinsen finally gets the suit's energy core online. With the energy core supplying power to the suit, Iron Man can finally monitor the energy drain of the Flamethrower. Keep an eye on this readout as you continue down the passageway, taking out the terrorists on foot who attempt to block your path.



Shortly thereafter, Yinsen also activates the suit's targeting and lock-on systems. Targeting markers appear on each enemy and armored unit. To lock-on to a target, move the Look control so that the central crosshair touches a target marker and changes it to a large circle. The curved bar on the left side of the lock-on marker indicates the target's remaining health or structural integrity.



Continue forward and use the Flamethrower and Melee attacks on the four terrorists standing in a line. When they die, Yinsen manages to activate the missile launch system, and just in time. Use the Look control to tilt your view upward to the vehicles on the bridge. A transport truck is overturned next to a tank. Target the overturned truck on the left and press the Auxiliary Weapon button to fire a missile at it. When the truck explodes, it also destroys the tank too, whereas two or more missiles must be fired at the tank to destroy it alone. As flaming debris rains from the bridge, continue following the passage beneath the bridge to the next area.



The Stockpile

Kill a few more foot soldiers and continue following the passage. After rounding a corner to the left, the first of the Stark weapon stockpiles comes into view. The stockpiles are highlighted with orange target markers and lock-on markers to indicate that they are objective targets. Lock onto and fire a Missile at the central stockpile. The explosion triggers a chain reaction that takes out several pallets at once.



Continue around the corner and use Missiles to destroy the tank firing from the far end. The circular indicator next to the energy meter in the lower left corner of the screen indicates when the next Missile will be ready to launch. When the circle is full, press the Auxiliary Weapon button to fire another Missile at the tank. Take cover while the Missile reloads to avoid taking too much damage in the meantime.



Avoid moving too far out to the left to prevent taking damage from some soldiers guarding another stockpile tucked between some buildings in a niche to the right. After the tank is destroyed, target and destroy the stockpile, and the soldiers easily go up with it.

Wide Open Dunes

Head into the next region, sticking to the right as you proceed. Kill the soldier with a rocket launcher around the corner, and then move to the top of the dune and stop. Terrorists race down the slope on the far right. As they descend, target the weapon stockpile at the base of the slope and shoot a Missile at it to take out all the soldiers at once. Then make your way toward the slope.

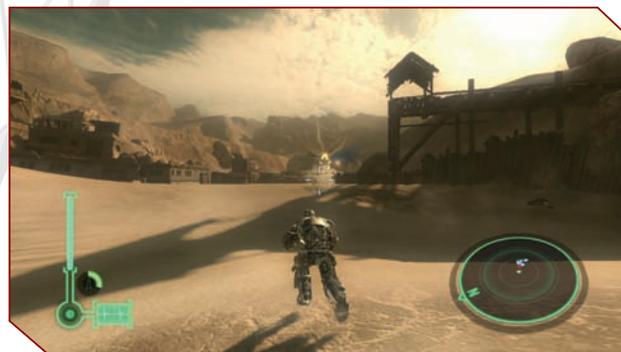


A helicopter zooms into the fray as you navigate up the slope. Ignore it for the moment and target the barrels at the top of the slope. Shooting the stack



on the right takes out the soldier with the rocket launcher. Proceed to a spot near the top of the slope.

Gaining some altitude helps in targeting and fighting the helicopter, which can be brought down easily with single locked-on Missile.



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SYS005 01 3462 2109867 990
SYS006 00 1423 1122496 002

Now look to the far side of the plain to see a tank moving back and forth on the distant hill. Shoot either the tank or the barrels, and then shoot the tank again to blow it up.



Run from cover point to cover point as you fire missiles at the two tanks at the far end of the next passageway, waiting for your missiles to reload each time. When one tank is destroyed, it is then safe to approach and Grapple the other tank. Allow your Missile to reload and your Life to regenerate before dropping off the steep bluff into the next area.

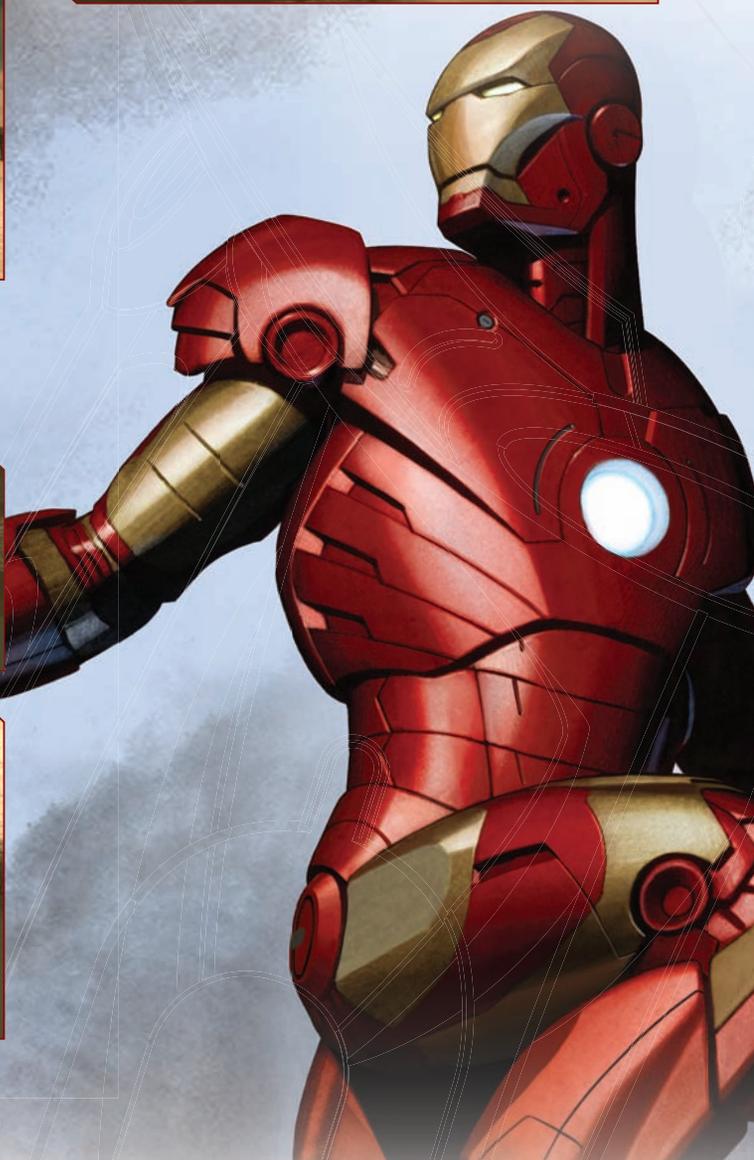


Descend the slope and follow along the next canyon. Use Missiles to take out rocket launcher-armed soldiers along the way, as well as an APC. Don't miss a small pocket of enemies to the far right, firing missiles from atop an insurmountable rise.



Finally, Some Shade!

Use Missiles to take out the soldiers blocking the tunnel entrance to the next area. Use your Flamethrower on additional terrorists inside so that your missile may reload. Then use a Grapple attack to destroy the tank blocking the tunnel exit.



BIO ACTIVE
VENT ACTIVE
RESP FLTR
OPTIC ACT
CYBERNET
ROOT: 3845782
.../09: 290582394 303
PART GEN
ROOT: 384253272 081
.../03: 290782394 303
BOOT JET: 23%
771 DL
UNI BEAM: 49%
003 OMP
REP BEAM: IIII
675%
SPEED
TNC.....2%
PLPT.....70%
PLPT.....
TEMP
ODS.....
FAN.....
SMO.....
LIFE SUPP
TYK.....12%

RAZA

1 Tony Stark's former captor is piloting the newest in Stark Industries' line of deadly, heavily reinforced tanks. The only strategy necessary is to avoid the tank's cannon blasts while firing Missiles at it. The tank follows a pre-determined path through the area, and almost immediately moves along a line of fuel tanks. Target and shoot the fuel tanks to inflict greater damage to Raza's tank than missiles alone can do. When the energy gauge of Raza's tank is down to 20% or less, approach and Grapple it for the win!

2 Note that helicopters reappear continuously in the southwest corner of Raza's area. Check the Mission Pause menu, and if your kill count is too low to achieve the bonus, fluff it by destroying several helicopters before finishing Raza off. Scan the southern skyline as soon as you see the helicopter's icon appear on your radar.



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ACHIEVE BONUS OBJECTIVES IN THE MISSION ARCHIVE!

Accumulating the enemy kill quota and completing the mission in the time allotted is nearly impossible, especially your first time out. Luckily, each completed mission becomes playable in the Mission Archive menu on the title screen. By replaying the mission, you can achieve Bonus Objectives and win additional assets.

Completing the first mission in 6:40 is possible if you run through and defeat Raza as quickly as possible. But it is almost impossible to eliminate 98 enemies in such a short amount of time.

To raise your kill count, avoid attacking Raza and simply keep destroying the endless helicopters appearing in the boss's area. Destroying roughly ten choppers should do the trick. Raza does not count as a regular enemy, so destroy helicopters until your kill count reaches 98. The total enemies destroyed is listed on the Mission Pause menu. Press the Pause button to view this screen.

SYS001 00 0098 230
 SYS002 00 7802 102
 SYS003 01 6730 250
 SYS004 00 7349 225

SYS005 01 3462 210
 SYS006 00 1423 110

BIO ACTIVE
 VENT ACTIVE