

IRON MAN
AND
X-O MANOWAR

32/64-Bit Game Design
(Jaguar)

Game Design for Acclaim Entertainment, Inc.
By Realtime Associates, Inc.

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DESIGNED BY THE REALTIME MAUVE TEAM

**IRON MAN AND X-O
32/64-Bit Game Design**

PART I: IRON MAN AND X-O DESIGN OVERVIEW

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1.0 THE BIG IDEA

Iron Man and X-O will be an arcade-action blast 'em-up, fighting, flying, and platform game for the Jaguar CD-ROM game platform. The configuration will be one-player or two-player cooperative, scrolling, 3/4 side-view game. The pace of action will be fast (Contra-ish), and the heroes will use a variety of skill-based attack moves along with various blasting weapons and smart-bombs to fight enemies, defeat huge bosses straight from the comic-books, and successfully complete the goal of each mission. Although the players will not move in 'Z', the games will employ '3D' elements-- enemies will attack and move in 'Z'¹, and the polygon manipulation and scaling that capabilities that are possible on this platform will be used to zoom in and out of the action, and provide realistic motion and parallax effects. This document focuses on game mechanics, gameplay, story, and art direction.

The game will bring the Iron Man and X-O characters alive -- the way they move and attack, their most heinous arch enemies, and the violent, fast-paced arcade elements that both hard-core comic books fans, and hard-core game players crave. Both the Iron Man and X-O characters are based on full-body suits that impart extraordinary destructive and defensive power to the operator. The heroes use these powers as they embark on a variety of missions to search out and destroy a powerful alien database -- a database that contains the genetic code to build the ultimate machine of destruction: the next-generation Manowar suit of armor. The game will feature large intelligent bosses, a combination of skill based moves and reflexive shooter action, heavy background destruction, and spectacularly violent explosions and effects -- elements at the core of both comic books and action-games. The Jaguar version will also feature 3D, hardware effects, and other elements related to the technical power of this platform -- elements that will *not* be ported to the other platforms. The game structure will be mission-based (rather than linear level-based). Some 10 separate graphics locations (loads) will be used to construct 8 missions, grouped into classes -- 3 training missions, 2 intermediate missions, and 3 expert missions. The missions within each groups may be completed in any order the player chooses, but the player must finish all the missions within the group before moving on -- the training missions first, then intermediate, and finally expert. Each mission will feature a unique scenario, a final boss, some mini-bosses, 3 or 4 varieties of his henchmen, various background traps, and larger machine-type enemies.

1- Much if this document refers to enemies and events that have motion in 'Z'. This just means that they move away or toward the plane of the heroes, as in into the distance, or coming in from the distance. This is generally accomplished with hardware scaling to make things smaller or larger, and thereby farther or closer.

1.1 TARGET AUDIENCE

Iron Man and X-O will focus on 8 to 21 year-olds, and game players of all ages who are fans of the comics or cartoon.

1.2 UNIQUE FEATURES

Iron Man and X-O will be one of very few games to skillfully employ the best features of a shooter, with the best features of skill-based fighting games in one package -- some of the more powerful weapons are activated with control combos. Iron Man and X-O is a one or two player game. In the two-player game, players may play Iron Man alongside X-O, two different characters with distinctively different abilities. Some players, however, may prefer to play with equally-matched character, so they will have the option of playing with two Iron Men, or two X-O's. When two of the same suit are playing simultaneously, color-scheme slightly on the suits will be different so that they are easily distinguishable on the screen. Players will also be able to play with two Iron Man Players will also be able to upgrade Iron Man and X-O with customized weapons and armor of his or her choice. The more experienced players will be able to customize heroes to better prepare for the next mission. It will be desirable for players to proficiently play both heroes to finish the game. Iron Man and X-O will also combine ground-based side scrolling action with air based flying adventures to provide gameplay variety. Certain missions will involve flying-only levels to break up gameplay.

The game is played in a pseudo-3D worlds, with a mix of 3D and cutout graphics that parallax at various levels. There are platforms that give the heroes the ability to travel into the 'Z' plane of the screen.

2.0 DESIGN OVERVIEW

Iron Man and X-O are tailor-made for arcade action. Many strong game mechanics, effects, missions, and cool terrain are suggested in stories and scenes from the comic book series. The heroes use mechanics straight from the comic books while attempting to retrieve the spider-aliens database that contains the genetic nano-technology schematic for producing the next-generation MANOWAR armor.

2.1 OVERALL GAME STRUCTURE

To depart from the standard progressive 'level-based' formula, Iron Man and X-O will take a 'mission-based' approach. This opens up opportunities for unique recombination of graphic loads, that is, some graphics loads will be shared across multiple missions. Each mission will originate deep in the confines of Stark Industries. Tony Stark's central computer, HOMER, displays mission dossiers with tactical information, background on the main villain, and data on the route to the villain's base. The player will use a 3D CAD style display interface to configure Iron Man's suit, based on information from the electronic dossier. Then, as in the comic book, "multi-billionaire Tony Stark, inventor extraordinaire, dons his solar-charged, steel-mesh armor, and becomes a high-tech warrior, the world's greatest fighting machine." Aric as X-O, has now allied himself with Stark, also uses Stark Industries as his base. He may join Stark on missions in two-player mode, or even fight without Iron Man if the player so chooses in 1-player mode.

The theme of each mission will differ from other missions not only in story, but in the fundamental goal. Scenarios include search and destroy, the interdiction of marauding enemy forces, recovering stolen Stark Industries technology, rescuing hostages, a time-pressured mission to reach and disarm a diabolical doomsday device planted in the core of a nuclear reactor, and a mission to defeat an arch-enemy inside cyberspace. Behind each mission will be the ultimate goal of finding the database before the spider aliens can produce the new MANOWAR suit, and along the way dealing with the main arch-villains from the comic series, as well as the standard henchmen and associates belonging to that villain.

2.2 ARTWORK APPROACH

To maintain a smooth and fluid cartoon animation look, the hero and enemies will be pre-rendered rather than poly-based. This is very doable providing there are sufficient constraints on viewing angle within the design, and it is possible for the animation and backgrounds to have a much cleaner look than the comic book or cartoon series when they come to life in the video game.

Maps and backgrounds will be composed with an art-technical approach that balances both graphic layout considerations and the technical strengths of the specific platform to produce visually interesting scenes by seamlessly compositing background planes, foreground planes, effects and map layout. Special attention will be paid to how the scene looks *both* as a static shot and in motion. Some games that have recently done this exceptionally well include Earthworm Jim, and Donkey Kong Country.

The style of on-screen displays, and between level menus will be techno-comic book. The gameplay status information will be displayed in Heads-Up-Display (HUD) style, in transparency over the perimeter of the play field. The HUD will show weapons ammo meters as appropriate, heroes' suit operational percentage, telemetry (such as hit meter) on bosses, the auxiliary power meter, and other cool readouts as appropriate. This will be designated to interfere minimally with the game action.

2.3 GAMEPLAY

The game will be a mix of attack mechanics, mostly arcade-paced shooting, with some fighting - pick-up and throw, and punch -- for close-in. The emphasis will be on constant action, with something exploding on the screen virtually every second. The heroes will face a variety of hostile threats -- both small and fast 1-hitpoint enemies, and large slower multi-hitpoint enemies. Certain enemies will have the power to shield themselves from the heroes' blasts, or attack the hero along paths that are outside the heroes' kill zone, for instance coming into play from a different 'Z' plane. Some enemies will have stunned states, allowing them to get in close and force the player to use skill-based fighting moves to defeat them. Power-ups will be related to the powers of the heroes' suits: percent operational, flight, shooting powers. The on-screen status information will be displayed as HUD(heads-up-display)-style segmented LED data overlaid in techno-green transparency on the play field. The heroes' health is displayed as a segmented bar graph with a '% Operational' figure next to it. The heroes' auxiliary energy is displayed similarly, and is used for flying and to power beam-type, and other energy based weapons. The auxiliary power charges up automatically.

Many gameplay sequences will happen on moving vehicles such as high-speed trains, nuclear submarines, large freight elevators, and so on. The camera may zoom in or out of the scene depending factors such as whether the fighting is close-in, or whether the hero needs extra reaction time to avoid oncoming obstacles. Satisfying effects and explosions will be emphasized as the player destroys enemies and background objects. Some effects will be gameplay cues, such as enemy muzzle flashes, explosions, and so on, others purely to add atmosphere and tension. The background walls and floors may be broken away by the heroes' super-strength in designated areas to reveal hidden rooms, weapons caches, and other secret areas.

2.4 OTHER DESIGN PRECEPTS

Other sub-goals, and threads that will run through the design are,

- Action, Tension, Adrenaline

Violence! A lot of action. The game pacing and action must be linked to the music, and background sound effects (breathing, heartbeat, ambiance). These elements will be used in combination to build the player's adrenaline.

- Give every movement of the hero and enemies an action comic-book flare.

As the hero transitions between moves or mechanics, he will use as much comic-book style motion as we can get away with without affecting playability. Reaction cutaway shots will be used as long as they don't interrupt gameplay. Examples: When a boss is defeated, the game cuts away to a close-up of the enemy's demise. One signature of this game will be the comic-book style use of reaction shots.

- Give the hero plenty of cool stuff to interact with and bring the backgrounds alive!

The player should be able to cause visible damage on a variety of background objects by using his weapons, or super-strength -- charred walls, burst steam pipes, showers of sparks, and hectic electrical fires will all be part of interacting with his environment. The player should also be able to use this to tactical advantage, blowing out walls that allow him access to secret corridors. The backgrounds and props should be active with animation, and dynamic lighting and color effects.

- Porting issues

Make sure that whatever enhancements are added for the 32-bit versions, the essential game is portable to the 8-bit platforms. Some ancillary game features may exist only on some 32-bit platforms, and may not port at all to the lower machines.

2.5 SPECIAL 32-BIT FEATURES AND ENHANCEMENTS

There are several important video display capabilities that the 32-bit platforms have, that previous platforms did not. The most obvious distinction is that these new machines are polygon-based. This makes poly or sprite scaling simple, allowing the game to zoom-in for a close-up on fighting sequences, and to zoom out for a wide shot on high speed flying or shooting sequences. It is also relatively easy to draw prominent geometric background objects with multiple polygons, and to use that power to represent perspective and motion more realistically than simple flat backdrops. Prominent background objects and structures will be constructed from multiple polygons so that their viewing angle changes as the camera tracks past them.

3.0 THE HERO MECHANICS

Iron Man and X-O are similar characters, they both derive great power from their suits -- both suits have strong defensive armor, the ability to fly, an arsenal of weapons, and super strength. The characters also share some special moves: defensive blocks, special aerial maneuvers, and the ability to break through walls and blockades. In order to differentiate the characters, certain heroes may be more adept at handling particular situations. This will add strategy, game play, and replay value to Iron Man & X-O, that many other action games lack. Players should be proficient with both characters' special powers in order to have the best chance to finish the game, but the game will be completely traversable and completeable with either hero. Certain enemies will be designated as prize-givers throughout the game, and when the heroes perform more complicated special moves to kill them, they give better prizes than if they are killed with a simple blast.

The hero mechanics are broken up into two modes: ground-based, and flying.

3.1.0 IRON MAN MECHANICS

This section addresses the basic properties of Iron Man's suit, his essential motion both on the ground and in flight, and his weapons and special moves.

Suit Properties

Iron Man's suit is man-made and computer controlled by a link with the wearer's mind. The suit is what keeps Tony Stark alive, and must be charged to function properly. Iron Man has two main energy bars displayed directly on top of each other on the top left hand side of the HUD. The lower bar is his auxiliary suit power indicator, the upper bar is primary suit power. The auxiliary suit power is used up by energy-based weapons, like the repulsors, and by flying. It replenishes itself slowly when not in use. All of Iron Man's non-projectile, energy-based weapons, as well as his flying power are all powered by the suit's auxiliary power bus. The primary suit power is Iron Man's 'health'. It powers the suit's mobility and life-support systems. When fully depleted, Iron Man is finished. Both Iron Man's primary and auxiliary suit energy will initialize at full power. Iron Man's primary power is unique. It doesn't decrement for every hit taken, but rather decrements when the suit overloads. As weapons impact on the armor, the primary power meter glows from green, through yellow and finally flares to bright red, which indicates that the suit power-loading is maxed out. When this happens, the meter goes back to green and decrements one hit. This allows Iron Man to take a hit or two without losing any primary power. However, if Iron Man takes consecutive hits within a short amount of time, the meter goes to red and a hit point is lost. Similarly if he takes several hits, but the meter doesn't max-out to red, it will slowly go back to green if no further hits are taken. He will be able to charge the suit's primary power (health) fully at least once each major level. The method for a full recharge will not be readily apparent, so the player will often have to interact with the

background or find a hidden area to fully recharge. Some ideas for background recharging are: (a) blasting a telephone pole (city level) to knock down a transformer or power line and grab them to charge the suit, (b) blasting a hole in the ground to expose underground power lines (c) blasting an electrical box and jacking in to the high-voltage lines. When charging, green HUD-style LED readouts appear in transparency over the background -- displaying data such as suit pressure, temperature, APU output, and so on, as they powerup. Power-up icons will be placed throughout maps give small boosts of energy to Iron Man's primary power. Iron Man may boost the total capacity of his primary and auxiliary energy meters by picking up powerups.

Control

Iron Man walks, runs, flies, jumps, punches, and shoots. He may shoot in 6 directions from standing or from any of his motion states (not straight up or straight down). He may shoot while walking, but not while running. Left and right on the DPad makes the hero walk left and right. Iron Man can also dash (run) left or right in a super-hero-style run approximately 1/2 to 3/4 across the screen. This move is configurable by the player as either a double-tap in the run direction, or as a single button.

Iron Man can jump with variable height. Holding down the JUMP button will allow higher jumps. Short taps will only allow a short hop. The jump mechanic will be calibrated to give the players fine control over Iron Man's jump height -- from 24 to 64 pixels high, and 0 to 64 in the left or right direction. The horizontal length of the jump is based upon whether the player enters the jump from stand, walk, or run. Jump distances and heights will also vary depending on the hardware platform, and will be tuned independently for each hero.

The player using Iron Man enters flying mode by igniting the boot propulsion units using a double tap on the JUMP button. As the player enters flight, the auxiliary power meter begins decrementing in the HUD. The meter decrements as long as the player is in flight. If the meter reaches 0, or the player releases the button, Iron Man's propulsion unit flames out and he coasts to the ground. The flight mechanics for Iron Man are similar to Lunar Lander or Subterranea. The player will use bursts of thrust to fly, the short bursts of thrust will allow a low hover, while longer bursts will allow higher flight. In order to maintain controlled flight, the player must constantly press and release the propulsion button. Each time the rockets are ignited flaming rocket exhaust will shoot out of his boots. When close to the ground, the ground effects from the exhaust will be visible -- the flames will show deflection off the ground, and dust and debris will be churned up. In certain designated areas, the flames will cause grass to catch fire, burn the ground, or other localized effects. In areas where there is no obvious structural ceiling, an artificial ceiling of varied height will be imposed on each map to limit flying height. Note that this heavily influences map design, because the player can fly at any time. A wide open outdoor map will probably not allow for very tall obstacles in only some sections without leaving wide open space to fly in other sections. This aspect of hero motion must be considered in each map design.

While in flight, the hero will perform some interesting and useful aerobatic maneuvers. The player can slightly influence the speed of his falling coast by pressing up or down on the DPad. Button combinations will be used to make the hero do more complex maneuvers:

Mid-air Somersault: F-DF-D-DF + FIRE

If there is no control input after the roll is initiated, the hero comes out of the somersault back into normal flight or coast. If the player holds a DPad direction, and hits the jump button, the hero comes out of the somersault into a dive in the direction determined by the DPad. This may be used as an attack, especially on large enemies or bosses, or to break through walls by hitting them at 90°.

°. The
timed

dive is faster than normal flying, so it may also be used to get past an obstacle, or gain advantage by quickly getting behind an enemy.

Mid-Air Chest Blast out of Roll: Hold FIRE Button after somersault combination.
This is available only in flight.

Evade and Roll (U-U)

Available only in flight. The player can avoid an enemy barrage by doing a 3D barrel-roll off into the distance.

Iron Man Fighting, Weapons, and Other Moves

Iron Man is equipped with a super strong light-weight armor that provides him with super-human strength, giving him the ability to fight anyone or anything hand-to-hand with deadly proficiency without the use of weapons. Hand-to-hand combat moves do not diminish the suit or player energy, but allow players to engage the enemy in close-in fighting. The basic hand to hand combat attack will be a left or right Jab Punch, in the direction the hero is facing. The heroes can use the punch at any time to defeat enemies, break down designated walls, and bust open doors. The grab and throw move will allow the hero to throw a small enemy into the air, and then blast him before he hits the ground, or throw enemies into the 'Z' plane, throwing them off bridges, into walls, etc. In some areas players will want to use hand to hand combat to avoid hurting civilians or to save energy for attacks on a boss.

Handcontroller combos control separate weapons systems on Iron Man. He will have an extensive array of weaponry from which to choose. There are 3 weapons available on the suit at any given time: a glove or forearm weapon, a chest weapon, and a shoulder-mounted weapon. His glove weapon is triggered with a single button press (SHOOT), as is his chest-mounted weapon (combo). The shoulder mounted weapon, whichever one the player chooses, is capable of shooting in various patterns, and is triggered with a particular button-combo depending on the desired pattern. Many of the shoulder-mounted weapons require ammunition pick-ups, which will be scattered throughout the missions, and taken from defeated enemies. The more powerful ammunition will be more difficult to find, or come from enemies that are harder to kill. Some shoulder-mounted weapons, and all chest and glove weapons will drain suit energy when used. The default chest module is an omni-directional weapon that creates an expanding sphere of electromagnetic energy that will destroy most enemies inside it. The default glove repulsors will stop most enemies with several shots, but will have little affect on stronger enemies and bosses. The suit can be configured to do more damage with replacement weapons such as the voltage arc, uni-beam, etc., which use auxiliary suit energy each time they are used. Other weapons such as a shoulder-mounted rockets, metal disc, machine guns, tracking missile, etc. can be added to the suit between missions. These projectile-based weapons require ammo pick ups, but will not deplete the heroes' energy. Sensor data also appears in the HUD.

Between missions, where the player can change armor and weapon configurations. As Iron Man completes more and more missions, more and more weapons become available from his armory.

IRON MAN CONTROL SUMMARY (Generic)

U/D/L/R -- DPad directions

Button Assignments: JUMP, SHOOT (glove), FIRE (combo) / Double-taps noted by Dir-Dir, i.e. doubletap right would be denoted by R-R / Simultaneous presses denoted by '+', i.e. RIGHT and JUMP would be R+JUMP

STATE	Frm	CONTROL	GRAPHIC AND NOTES
Stand	4	---	Hero in ready position, should transition well to walk, run, or jump
Stand and Charge Main Suit Power System	1	Interact w/ Charge pt.	HUD displays charging up data: pressure, weapons systems, suit power buss.
Bored 1	6	---	Hero standing up, looking back and forth. Should transition well to walk, run, or jump
Bored 2	6	---	Hero standing up, goes into suit diagnostic mode. Should transition well to walk, run, or jump
Bored 3\Crouch	6	---	Bored state in crouch
Bored Secret	10	---	Iron Man Removes Helmet, flosses teeth
Walk	12	F	Walking with knees slightly bent, hands out at sides
Crouch	4	D	Shoot, SHOULDER, block available. Must HOL down to remain in crouch. Once in crouch, shoot left and right with DR, DL.
Run	8	F-F	Running, arms pumping, about 1.5 x walkspeed lasts for half the screen distance or until another control input, superhero run
Jump in place	8	JUMP	Length varies depending on whether hero is running, walking, or standing. Jump height depends on how long button held.
Walk Jump	8	JUMP	Length varies depending on whether hero is running, walking, or standing. Jump height depends on how long button held.
Run Jump	8	JUMP	Length varies depending on whether hero is running, walking, or standing. Jump height depends on how long button held.
Glove Shoot (aimed) on ground from stand	2	SHOOT+ DPad	Hero shoots horizontally in facing direction.
Glove Shoot (aimed) on ground from walk	2	SHOOT+ Dpad	Hero shoots horizontally in facing direction.
Glove Shoot (aimed) in jump	2	SHOOT+ Dpad in dir.	Hero shoots horizontally in facing direction.
Glove Shoot (aimed) in flight	2	SHOOT+ Dpad in dir.	Hero shoots horizontally in facing direction.
Glove Shoot (aimed) in crouch	2	SHOOT+ Dpad DL,DR	Hero shoots horizontally in facing direction.
Use Chest Weapon	3	D,DF,F,FIRE	Expanding white translucent shock wave emits from Iron Man's chest -- uses a lot of energy -- other chest modules available
Use Shoulder Weapon (shoot straight ahead)	0	U,UF,F,FIRE	Includes heat seeking missiles, rockets, heavy machine gun, fires straight ahead at shoulder height.
Special 1: Use Shoulder Weapon 180° Arc	0	U,UF,F,DF,D, FIRE	Includes heat seeking missiles, rockets, heavy machine gun, fires in an arc from horizontal FWD to vertical
Special 2: Use Shoulder Weapon Shoot backwards	0	F,DF,D,FIRE	Includes heat seeking missiles, rockets, heavy machine gun, fires in an arc from horizontal FWD to horizontal backward
Special 3: Spin Shoot into screen and shoot	0	F,UF,U,UF+ FIRE	Includes heat seeking missiles, rockets, heavy machine gun, fires in an arc from vertical to horizontal backward
Special 4: Turn and shoot left and right	0	JUMP+ SHOOT	Shoot from both hands

Punch/Jab	5	F,DF,D,DF+ FIRE	Iron Man's ultra-powerful punch. May breakthrough some background objects and thin walls
Grab	3	run into enemy	Activates when enemy is very close
Large Object pick up and Throw (Overhead)	5	F+FIRE	When enemy or object grabbed, may be thrown in L/R or up NOTE: he can't carry anything while walking, running, or flying
Special Object/Enemy Throw straight upwards	5	B+FIRE	When enemy or object grabbed, may be thrown into screen, out of screen, or up
Special Object/Enemy Throw into screen in Z	5	D+FIRE	When enemy or object grabbed, may be thrown into screen, out of screen, or up
Special Object/Enemy Throw outwards in Z	5	U+FIRE	When enemy or object grabbed, may be thrown into screen, out of screen, or up
Chest Blast (energy field)	0	UP+FIRE+ SHOOT	Stops almost all enemy projectiles. Emits from chest. Drains auxiliary power very quickly. Available no matter which chest weapon is chosen
Super Shield (energy field)	0	UP+FIRE+ SHOOT	Stops almost all enemy projectiles. Emits from chest. Drains auxiliary power very quickly. Available no matter which chest weapon is chosen
Hit 1: Stagger Back	6	---	Usually by being hit by projectile or direct enemy blow
Hit 2: Blown Back	8	---	Usually by being hit by explosion
Death 1: Explode	12	---	Also use explosion and fragmentation overlays. This happens when hero takes last hit from an explosion
Death 2: Suit disintegration	12	---	Also use explosion and fragmentation overlays
Walk into Screen	12	U	Only works in designated areas, hero turns and auto-walks to next area, or into door
Super Punch into screen	6	FIRE	Only works in designated areas, when hero is already turned into screen
Launch into flight	4	JUMP,JUMP	Doubletap jump into flight. In flight, jump button acts as thrust. Should work from stand, run, and walk
Fly under power (regular flight)	4	DPad	Doubletap jump into flight. In flight, jump button acts as thrust
Fly -- Coast to Ground	4	---	When hero runs out of turboflight power, or releases flight button
Fly -- Somersault/Dive	4	F,DF,D,DF+ FIRE+DPad	Use hardware rotation
Fly -- Barrel roll maneuver.	0	U,U or D,D	Hero rolls into distance to evade a barrage of enemy fire
Fly -- Super chest blast	8	Hold FIRE, Release	Hero rolls into distance to evade a barrage of enemy fire
Hit 4: Hit in air	8	---	
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IRON MAN SUIT MODULES AND WEAPONS SYSTEMS

MODULE	Type	Rept	Needs Ammo Pick-ups?	Pickup	Energy Cost % Suit* (DLT)	Hit Points Caused
Default Modules						
Optional Shoulder Modules (only 1 per suit)						
•Heavy Machine gun	unidir	very fast-20	Yes/300	60mm rounds	0.0	2
•Explosive Shell Launcher	unidir/area	1	Yes/10	Expl. Shells/ Fusion Gren.	0.0	5
•Missile Launcher	aim	3.	Yes/25	Missiles, Heat seekers	0.0	3
•Multi-Disc Thrower -- Fire, Explosive, Buzz Saw	aim	3.	Yes/15 of any type	Fire Discs, Explosive Discs, Buzz Saw Discs	0.0	4
•Beam Laser	aim	Dep. on move	No	---	2.0/s*	2
•Cannon Battery	aim	6	Yes	Cannon Rounds	0.0	3
•Mini-Rocket Launcher	aim	6x1rps	Yes	Battery Mini-Rockets, fires volleys of 6 at time	0.0	2per rocket
•Laser Rifle	aim	6	No	---	3.0/s*	2
Optional Glove Modules (only 1 per suit)						
•Glove Repulsors	aim	off.	No	---	1.0/shot	1
•Pulse Bolts	aim	off.	No	---	2.0/shot	1
•Palm Laser	aim	off.	No	---	5.0/shot	2
Optional Chest Modules (only 1 per suit)						
•EMP (Electromagnetic pulse) from Chest, directional	area	off.	No	---	50/use	6
•Super EMP (smart bomb), nondirectional	area	off.	No	---	50/use	0

*Energy drained from suit auxiliary power

TYPE: AIMED, AREA, SEEK, GENERAL

CLASS: OFFENSIVE, DEFENSIVE, SENSOR

Sensors (default in HUD) Only appear as needed						
•Radar/Infrared and various Compact Utility Modules	area	sensor	No	---	0/0	0
•Full spectrum analyzer	area	sensor	No	---	0/0	0
•X-ray Scanner (looks through solid objects)	aim	sensor	No	---	0/0	0
•Stealth Armor Mode	area	def.	No	---	0/0	1

*Energy drained from suit auxiliary power

TYPE: AIMED, AREA, SEEK, GENERAL

CLASS: OFFENSIVE, DEFENSIVE, SENSOR

3.2 X-O (MANOWAR) SPECIFIC MECHANICS

Suit Properties

X-O also relies on his suit, Shanbara -- the 'good skin' -- for all of his special abilities. The armor itself is alive and has a mental link to the person wearing the control ring. The link is even stronger when the person is wearing the armor. The armor is aware of its surroundings and warns the wearer of danger using the HUD display. Unlike Iron Man's suit, which protects its wearer by dissipating energy, X-O's suit acts like a giant capacitor, and defends itself by absorbing energy. The suit provides excellent protection from energy-based weapons by absorbing energy blasts. The only way to destroy this armor is to overload it with energy so that it destabilizes and explodes, so the player must watch energy absorption carefully. X-O also has two energy bars, but they are displayed on the top right side of the HUD. Like Iron Man, the upper bar is the primary suit energy, or the hero's 'health', except that X-O will begin with an empty energy bar that increments each time his hit threshold maxes out. When X-O's primary power hits maximum, he explodes. The lower bar -- the auxiliary suit power indicator -- is solar charged, and gives X-O the power to use his anti-gravitational field powers for flight, and to power his blasters. The auxiliary power replenishes itself automatically with exposure to light and radiation. In a two-player cooperative game, the players can use a power-up to link up to transfer energy from X-O to Iron Man to keep each other alive. While the suit easily absorbs most energy-based attacks, it is not as effective at deflecting conventional weaponry.

Control

Basic hero motion will be walking, running, flying, punching, and jumping. Pressing left or right on the DPad, will make X-O walk left or right. A double-tap left or right will make X-O go into a short run implemented by a double-tap or button press. The run will go approximately 1/2 to 3/4 of the way across the screen, unless the player interrupts it with another control input. X-O's jump is variable height. Holding the JUMP button down longer will make the hero jump higher. Short taps will only allow a short hop. The jump mechanic will be calibrated to give the players fine control over the jump height -- from 24 to 64 pixels high, and 0 to 64 in the left or right direction. Jump distances and heights may vary depending on the hardware platform, and may be tuned independently for each hero. Jump distance also varies depending upon whether the jump is activated from standing, walking, or running.

X-O flies in a slightly different manner from Iron Man. He uses his anti-gravitational powers rather than powerful thruster, so his flight acts more like a float and hover -- similar in appearance to the hover in Death of Superman. He also enters flight with a double-tap on the JUMP button. The player will press the jump button and once the hero reaches the maximum jump height the player can engage the hover by repressing the same button. After the hover is activated, the player has the ability to ascend or descend, using U or D on the DPad. X-O moves with slow acceleration in flight, and generally much more slowly than does Iron Man in flight. As X-O enters flight, his auxiliary power meter begins to decrement in the HUD. As long as X-O

is in flight, the meter decrements. If the meter hits zero, or the player taps the JUMP button, the hero coasts to the ground, and the meter slowly builds back up to full power.

While in flight, the hero may perform a variety of interesting and useful aerobatic maneuvers. Although these are essentially the same as Iron Man's moves, they move in a manner more in keeping with X-O's hovering flight -- more graceful and slightly slower than Iron Man. Button combinations will be used to make the hero do more complex maneuvers:

Mid-air Somersault: F-DF-D-DF + FIRE

If there is no control input after the roll is initiated, the hero comes out of the somersault back into normal flight or coast. If the player holds a DPad direction, and hits the jump button, the hero comes out of the somersault into a dive in the direction determined by the DPad. This may be used as an attack, especially on large enemies or bosses, or to break through walls by hitting them at 90°.

°. The
timed

dive is faster than normal flying, so it may also be used to get past an obstacle, or gain advantage by quickly getting behind an enemy.

Mid-Air Super Chest Blast: Hold FIRE to charge, then release
Available only in flight.

Evade and Roll U-U or D-D

Available only in flight. The player can avoid an enemy barrage by doing a well-timed 3D barrel-roll off into the distance.

Weapons and Other Special Moves

X-O is equipped with a super strong light weight armor that provides him with super-human strength, and he has more hand-to-hand combat moves than Iron Man. Hand-to-hand combat moves do not diminish the suit or player energy, and will allow players to engage the enemy in close combat. The basic hand-to-hand combat attack will be a left or right Jab Punch, depending on the direction the hero is facing. The heroes can use the punch at any time to hit enemies, break down designated walls, and bust open doors. X-O also has the option to defend himself from certain kinds of attacks, when he has the sword, with high and low sword blocks. The block is an excellent defense against small projectiles and hand-to-hand combat. While many enemies are best attacked with weapons from a distance, some have defenses against that, or move too quickly to be easily shot. In some areas players will *want* to use hand-to-hand combat to avoid hurting civilians or to save energy for attacks on a boss.

X-O has all of his weapons and flying abilities built into the suit, but Aric will still have to collect icons to activate the weapons on his suit. As with Iron Man, controller combinations can

be used to trigger X-O's weapons. Like Iron Man, X-O is equipped with a chest blaster, but X-O can aim his in a concentrated beam.

X-O CONTROL SUMMARY (Generic)

U/D/L/R -- DPad directions

Button Assignments: JUMP, SHOOT (glove), FIRE (combo)

Double-taps noted by Dir-Dir, i.e. doubletap right would be denoted by R-R, or FORWARD F-F

Simultaneous presses denoted by '+', i.e. RIGHT and JUMP would be R+JUMP

STATE	Frms	CONTROL	GRAPHIC AND NOTES
Stand	3	---	Hero in ready position, should transition well to walk, run, or jump
Stand and De-charge	0	---	OVERLAY
Bored 1	6	---	Hero standing up, looking back and forth. Should transition well to walk, run, or jump
Bored 2	6	---	Hero standing up, looking back and forth. Should transition well to walk, run, or jump
Bored 3	6	---	Hero standing up, looking back and forth. Should transition well to walk, run, or jump
Bored Secret	6	---	Suit gives Aric visions
Walk	12	F	Walking with knees slightly bent, hands out at sides
Crouch	6	D	Shoot, sword block, sword swipe available
Run	12	F-F	Running, arms pumping, about 1.5 x walkspeed lasts for half the screen distance or until another control input
Jump in place	8	JUMP	Length varies depending on whether hero is running, walking, or standing. Jump height depends on how long button held.
Jump in walk	8	JUMP	Length varies depending on whether hero is running, walking, or standing. Jump height depends on how long button held.
Jump in run	8	JUMP	Length varies depending on whether hero is running, walking, or standing. Jump height depends on how long button held.
Shoot (aimed) in stand	2	SHOOT+DPad	Hero shoots horizontally in facing direction.
Shoot (aimed) in jump	2	SHOOT+DPad	Hero shoots horizontally in facing direction.
Shoot (aimed) in flight	2	SHOOT+DPad	Hero shoots horizontally in facing direction.
Shoot (aimed) in walk	2	SHOOT+DPad	Hero shoots horizontally in facing direction.
Chest Blast	3	U,U,FIRE	Hero turns to face player, and expanding white translucent shock wave emits from X-O's chest. Available in flight, on the ground or in jump
Use Shoulder Weapon	0	D,D,FIRE	Includes heat seeking missiles, rockets, heavy machine gun, analogous to Iron Man. Fires straight ahead at shoulder height.
Special 1: Use Shoulder Weapon 180° Arc	0	CHARGE D U+FIRE	Includes heat seeking missiles, rockets, heavy machine gun, analogous to Iron Man. Fires in an arc from horizontal FWD to vertical
Special 2: Use Shoulder Weapon Fire straight back	0	F,center,U+ FIRE	Includes heat seeking missiles, rockets, heavy machine gun, analogous to Iron Man. Fires in an arc from horizontal FWD to horizontal backward
Special 3: Spin into screen and shoot	0	CHARGE FIRE,Release	Forearm weapon Allows hero to shoot enemies into the z-direction, unaimed and general
Special 4: Shoot left and right from both hands	0	JUMP+ SHOOT	Forearm weapon Allows hero to shoot enemies into the z-direction, unaimed and general

Special Move: Electrical Arc	0	Hold FIRE,Release	Only works with X-O's sword, this power emanates from the tip of the sword
Punch/Jab	6	F,F,FIRE	May breakthrough some background objects and thin walls
Sword Swipe	4	FIRE	Stops small enemies (only after getting sword power) Note: Sword comes out and retracts as part of this move
Sword High-Block	4	HOLD SHOOT	Stops small projectiles (only after getting sword power) Note: Sword comes out and retracts as part of this move
Sword Low-Block	4	HOLD SHOOT+ Dpad Down	Stops low projectiles (only after getting sword power) Note: Sword comes out and retracts as part of this move
Grab	3	Push into enemy	Activates when enemy is very close
Large Object pick up and Throw	5	F+FIRE	When enemy or object grabbed, may be thrown into the screen, which is the default, or up and slightly forward in facing direction if the player presses Dpad in facing direction
Special Object/EnemyThrow straight upwards	8	B+FIRE	When enemy or object grabbed, may be thrown into screen, out of screen, or up
Special Object/EnemyThrow into screen in Z	8	D+FIRE	When enemy or object grabbed, may be thrown into screen, out of screen, or up
Special Object/EnemyThrow outwards in Z	8	U+FIRE	When enemy or object grabbed, may be thrown into screen, out of screen, or up
Super Shield (Armadillo mode)	8	UP+FIRE+ SHOOT	Armadillo-like shield forms around X-O. Lasts until aux power is drained
Hit 1: Stagger Back	6	---	
Hit 2: Blown Back	8	---	
Fly	6	JUMP -JUMP	Doubletap jump to get into flight. Once in flight, jump button acts as thrust
Fly -- Mid-air somersault	6	F,DF,D,F+ FIRE+DPad	
Fly -- Mid-air special chest blast	6	Hold FIRE, Release	Only works directly after somersault combo
Fly -- Coast to Ground	6	---	Happens when hero runs out of auxiliary power, or releases flight button
Fly -- Special Evade Move Barrel roll	6	U,U or D,D	Happens when hero runs out of auxiliary power, or releases flight button
Hit 4: Hit in air	8	---	
Death 1: Explode	8	---	Also use explosion and fragmentation overlays
Death 2: Suit disintegration	8	---	Also use explosion and fragmentation overlays
Walk into Screen	12	U	Only works in designated areas, hero turns and auto-walks to next area, or into door
Punch into screen	6	FIRE	When facing into screen
	236		

X-O SUIT SYSTEMS

MODULE	Type	Rept (rps)	Needs Ammo Pick-ups?/ rnds	Pickup	Energy Cost % Suit (DLT)	Hit Points
Shoulder Modules (only 1 per suit)						
•Heavy Machine gun	unidir	very fast-20	Yes/300	60mm rounds	0.0	2
•Explosive Shell Launcher	unidir/area	1	Yes/10	Expl. Shells/ Fusion Gren.	0.0	5
•Missile Launcher	aim	3.	Yes/25	Missiles, Heat seekers	0.0	3
•Multi-Disc Thrower -- Fire, Explosive, Buzz Saw	aim	3.	Yes/15 of any type	Fire Discs, Explosive Discs, Buzz Saw Discs	0.0	4
•Beam Laser	aim	dep on move	No	---	2.0/s*	2
•Cannon Battery	aim	6	Yes	Cannon Rounds	0.0	3
•Mini-Rocket Launcher	aim	6x1rps	Yes	Battery Mini-Rockets, fires volleys of 6 at time	0.0	2per rocket
•Laser Rifle	aim	6	No	---	3.0/s*	2
•Flesh Melter	aim/area		Yes	---	3.0/s*	3
Hand Powers (only 1 per suit)						
•80 Mghz Pulsed Ion Cannon	aim	but prs	No	---	1.0/shot	1
•Dual 100 Mghz Pulsed Ion Cannon	aim		No	---	2.0/shot	2
•Dual 100 Mghz Pulsed Ion Pulse Bolts 3 Spread	aim	off.	No	---	3.0/shot	1
• Sword	aim	off.	No	(ind. of other hand mods)	0/0	2
•Voltage Arc (A cont. stream seeker from sword)	aim	off.	No	---	2.0/sec.	1
Chest Powers (only 1 per suit)						
•Omni Beam from Chest	area	off.	No	---	0/50	6

TYPE: AIMED, AREA, SEEK, GENERAL

CLASS: OFFENSIVE, DEFENSIVE, SENSOR

*Drains more energy for longer more complex moves, at this rate

3.3 THE HEADS-UP-DISPLAY (HUD)

The HUD has been mentioned repeatedly in the narrative about the hero powers. The HUD is the term for the game screen information. There are several subtle points to be made about the execution of this portion of the game. The HUD has a powerup sequence, similar to the game info in Burn-Cycle on CDI, where the data flickers on military-style. The HUD will display only the minimum information required to the player, in order to keep the game play screen as uncluttered as possible.

IRONMAN HEALTH
IRONMAN SUIT POWER
IRONMAN AMMO remaining
XO HEALTH
XO SUIT POWER
XO AMMO remaining

Charge-up information for both characters

This data appears largely for effect when the heroes charge up their suits

Miscellaneous Warnings,

Low Power:	AUX PWR
Low Health:	LIFE-SUPP.
Low Ammo:	AMMO
Radar lock-on detection:	LOCK-ON
IR warning:	IR

Ratings at the end of the Level

% Collateral damage
%Enemies Destroyed
%Efficiency
Secret Areas Found n/j
Evaluation and Rating

3.4 PAUSE

On most controllers, the START button will pause the game. Using the pause button will cause all game action on the screen to freeze, and a menu to come up center screen on the HUD. The menu layout will appear functionally like this:

MISSION STATUS: IN-PROGRESS

STAND-BY
>RESUME MISSION
SAVE GAME
TERMINATE MISSION

The word 'STAND-BY' flashes continuously. A cursor arrow may be moved using the DPad to highlight the player's choice, and any button will activate that choice. RESUME MISSION will un-pause the game and allow play to continue. SAVE GAME will activate the game save menu, which will vary from platform to platform. See the section on gameflow for more information on saving the game. TERMINATE MISSION will result in another small menu:

ARE YOU SURE?
YES
>NO

Again, a cursor arrow may be moved using the DPad to highlight the player's choice, and any button will activate that choice. Selecting NO returns the player to the pause menu. Selecting YES causes the game to jump to the mission-over screen, then back to the title sequence.

4.0 ENEMIES, EFFECTS, AND OTHER 'ACTORS'

Each of the 8 missions features one of Iron Man's or X-O's arch-enemies from the series as the end boss, and the driving force behind the mission. Iron Man and X-O face traps and ambushes laid and carried out by the Villain's henchmen. The sample actors list below also includes other moving objects or characters with which the hero can interact, as well as traps and effects -- things like explosions, material damage, billowing smoke, electrical arcs, shattering glass, etc.

The game will have a good mix of enemy styles: large and small, enemies that are best hit with blasting weapons, and others best fought with skill-based fighting moves, flying enemies, ground enemies, character-based, projectile spawners, smart mini-bosses, slow and powerful, fast and weak, and so on.

Standard mid-level enemies are mostly henchmen related to their specific mission bosses. Some more generic enemy styles are also presented here. Some are better blasted, others more appropriately handled with brute force of super-strength.

In the 32-bit games, bosses will emphasize 3D gameplay, and some will be several screens in height or width. Their mechanics will go beyond simple patterns, and they will respond tactically to the heroes attacks and moves. HOMER may give the player tactical hints via telemetry in the HUD, or voice. Some boss mechanics may include a 3D Boss that Iron Man can fly around that is many screens large, a 3D rotating boss, a boss that uses magnetic repulsors, alternately attracting and repelling the heroes when in range, and a holographic boss. Bosses may also be *introduced* spectacularly -- coming out of mist, breaking out of a background feature, materializing, or coming into the scene from the distance.
(See the actor list for more details)

4.1 POWER-UPS AND PICK-UPS

POWER-UPS (shared by both heroes)

Power-Up	Use and Description
1-UP	Gives hero an additional life
Continue	Gives hero additional continue
Energy Cell (Health)	+2 Energy Points for Iron Man -2 Energy Points for X-O
Energy Pack (Health)	+5 Energy Points for Iron Man -5 Energy Points for X-O
Energy Tank	Gives hero energy meter 3 more energy points of capacity
Aux Power Booster	Increases capacity of aux power meter (Just for current mission)
Aux. Power Replenish	Instantly replenish aux. power to maximum. These are extremely plentiful
Energy Shield	10 second invincible mode
Booster Pack	Increases hero's maximum jump height for rest of level
Energy Link	Allows energy (health) transfer from Iron Man to X-O

PICK-UPS

Power-Up	Use and Description
Rounds (300)	For heavy Machine Gun
Fire Discs (15)	For disc launcher
Blade Discs (15)	For disc launcher
Explosive Discs (15)	For disc launcher
Missiles (25)	For Missile Launcher
Heat Seekers (25)	For Missile Launcher
Cannon Rounds (10)	For cannon
Explosive Shells (10)	For shell launcher

X-O ONLY POWER-UPS

Power-Up	Use and Description
Activate Sword	Allows hero the use of sword blocks and attack
Activate Electrical Arc	Comes from sword so only works if hero has sword

4.2 EFFECTS

Some explosion effects will be drawn in reserved palettes so that their graphic can be augmented with on-the-fly palette manipulation. For the explosion and other destruction effects, hardware scaling, rotation, and distortion techniques are mixed with the graphic design and pre-drawn animation to produce spectacular explosions of several general types:

- Standard red and yellow blast, with black smoke.
- Pure energy, concussion or neutron-style pulse blast.
- Napalm. All rolling flame.
- Fragmentation. Much like the standard blast, but distinct particles of debris scatter from the source of the blast.

Other effects used where appropriate within missions:

- Lens flare
- Billowing Smoke
- Ground Fog / Full screen Fog
- Full screen blast
- Earthquake ground breakup and building sway
- Re-mapping to monitors
- Misting
- Reflection, Refraction, other translucent distortion Glass Effects of re-mapped textures
- Submersion, underwater effects
- Spot-Lighting -- also through ventilation fan, trees
- Light-sourcing/ Shadow casting
- Strobe lighting
- Rain/Snow/Smoke coming through a light source
- Snow

Which effects are used depends upon locations which will be determined by Marvel.

4.3 SPECIFIC BACKGROUND EFFECTS

Selected background textures will be drawn with reserved palette areas or to be gamma shaded so that they, like the actors, will be able to reflect the ambient lighting conditions.

Transition to Night (cityscape)

1. Level starts sunny and bright in daylight
2. Very Gradual progression of the following effects:
 - a. The sun begins to sink into the horizon
 - b. the color of the sun changes from yellow to an orangish red
 - c. the shadows on background objects become longer
 - d. the sun actually disappears behind the horizon

- e. darkness and stars gradually fill in from the top of the sky
- f. street lights flicker to life. Some flicker on early while others flicker on as darkness falls.

Transition to a Storm (rain / snow)

1. Begin with sun-light and scattered clouds. Mild temperature, as the low pressure system begins to build.
2. Transition takes place using the following effects:
 - a. cloud cover increases and wind effects build
 - b. dust and debris blow around by the wind
 - c. clouds darken, and sporadic fork lightning appears
 - d. thunder rumbles in the distance and a light rain begins to fall
 - e. Rain gets more intense and thunder and lightning get closer and more frequent
 - f. May optionally transition to clearing skies at the end of the level

The lightning may randomly strike the interactive play-field during the height of the storm. The suits' electrical systems are shorted out by a direct hit for several seconds, rendering all electrically based weapons useless. Puddles should build on the ground during a storm and interact with splash effects when players, enemies and raindrops hit them. In a jungle setting, the transition will be very fast and the storm very intense, to mimic a tropical climate. The storms in a jungle setting will blow over quickly and give way to clear blue skies. Flash flooding may occur in some levels, forcing the heroes to use flight powers to avoid the wash.

Transition from Daybreak to Mid-Day

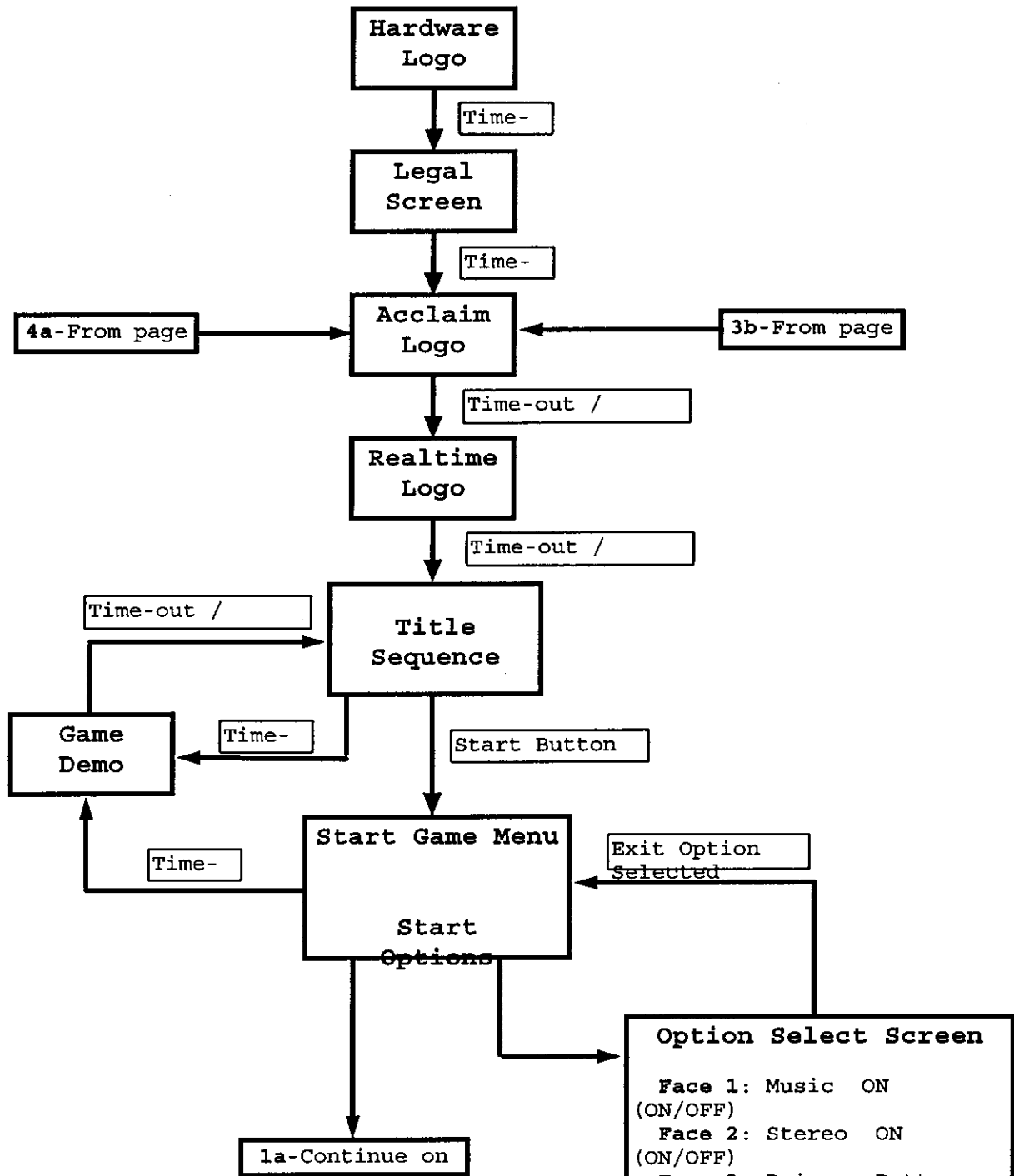
1. The day begins with the rising sun, orange yellow light, and low haze. There are scattered clouds and pockets of dense fog moving through the scene.
2. The transition to a clear sunny day occurs in these phases:
 - a. Low light, very hazing and foggy as the sun rises
 - b. The clouds gradually decrease and the fog begins to thin.
 - c. the clouds and fog disappear altogether, giving way to a clear sunny day.

5.0 STORY

The year is 1998. The Spider Aliens are on the verge of developing the ability to mass-produce next generation MANOWAR class armor and take over the world. Informants within the Spider Alien organization have leaked this information to the U.S. government. The government realizes, as a result of its experiments on the MANOWAR armor, that the Spider Aliens must be stopped, but at the same time they also know that the database which contains this information would be an invaluable strategic asset for the U.S. military. The pentagon sends their special forces, including an elite group of Armorines, to strategic locations around the globe to secure the database. Other world powers are also be after this information. Tony Stark, Aric, and The Mandarin are aware of the Spider Aliens' plans. Mandarin has sent out his henchmen to stop Iron Man and X-O while he goes after the database. Stark has set out as Iron Man to stop the Aliens and The Mandarin, and acquire the database for Stark Industries. The information in the database would be used by his scientists to create armor that will ultimately be used to bring world peace. Aric realizes that Tony Stark will be more valuable to him than a competitor in the quest to defeat the Spider Aliens, his sworn enemies. But in the back of his mind he is bent on destroying the database because he believes that no one but him can be trusted with the power of the MANOWAR armor. In a sinister plot twist, after several missions, the hero(es) learn that a secret faction of the U.S. government is actually allied with the Spider Aliens, and has been all along. This conflict between Iron Man and X-O sets up a final climactic confrontation between the two super-heroes.

6.0 GAME FLOW, GRAPHICS LOADS, BETWEEN SCREENS

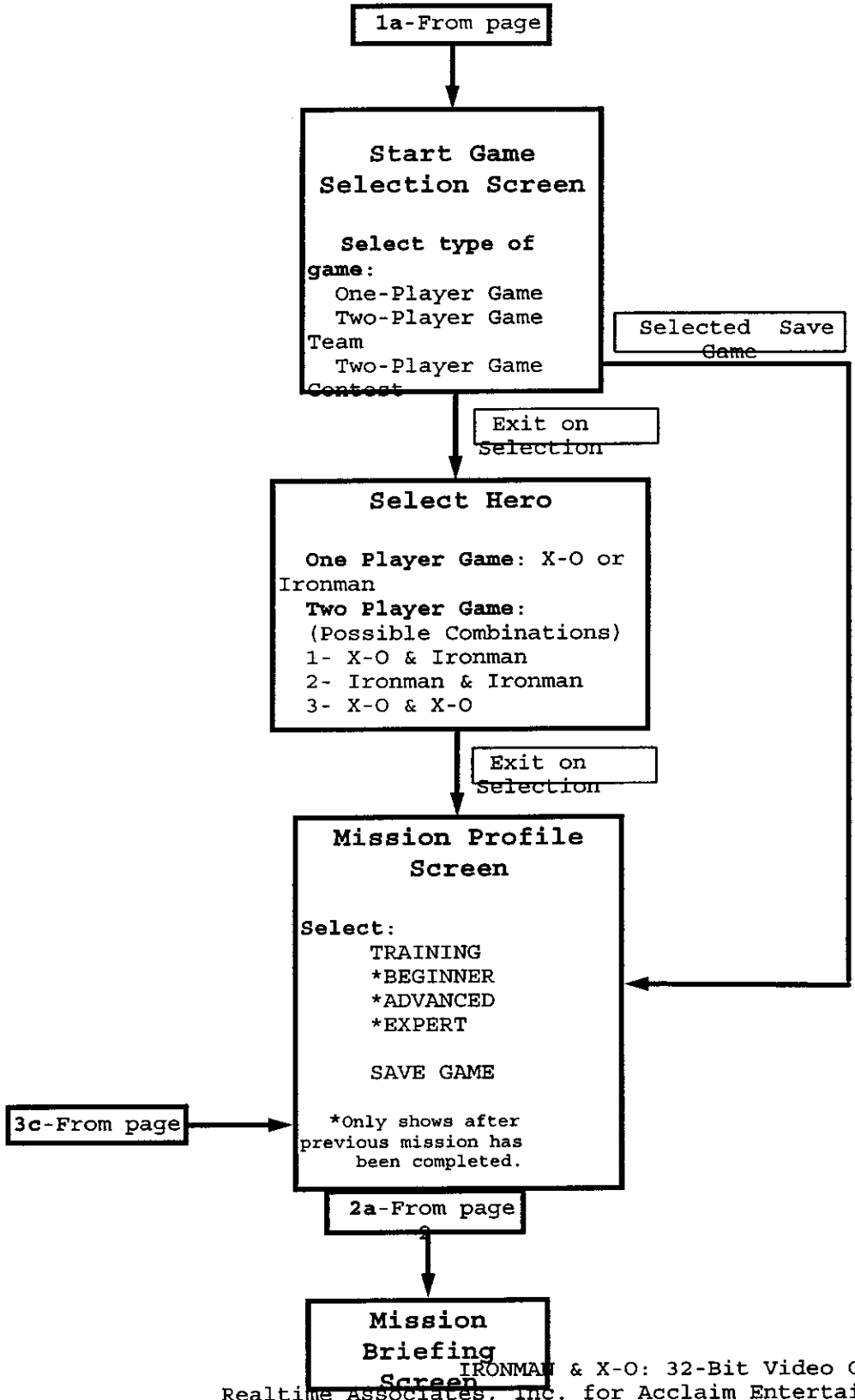
Iron Man & X-O Game Flow Chart



Iron Man & X-O Game Flow Chart

IRONMAN & X-O: 32-BIT Video Game Concept
 Realtime Associates, Inc. for Acclaim Entertainment, Inc.

Face 5: -CONFIDENTIAL- 30
 Top Left...Toggle
 Shoulder Weapon
 Top Right..Toggle
 Shoulder Weapon



Exit: 1-Press start button to go directly to suit configuration.
2- Press any button to speed up

Suit Configuration
Select:
Offensive
Weapons
Defensive

Exit on

Main Game
Mission

Select

Mission Completed

Mission/Zone Completed
Screen

Continues

Yes

No

3c-Return back to Mission Profile Screen

All Missions Completed?

No

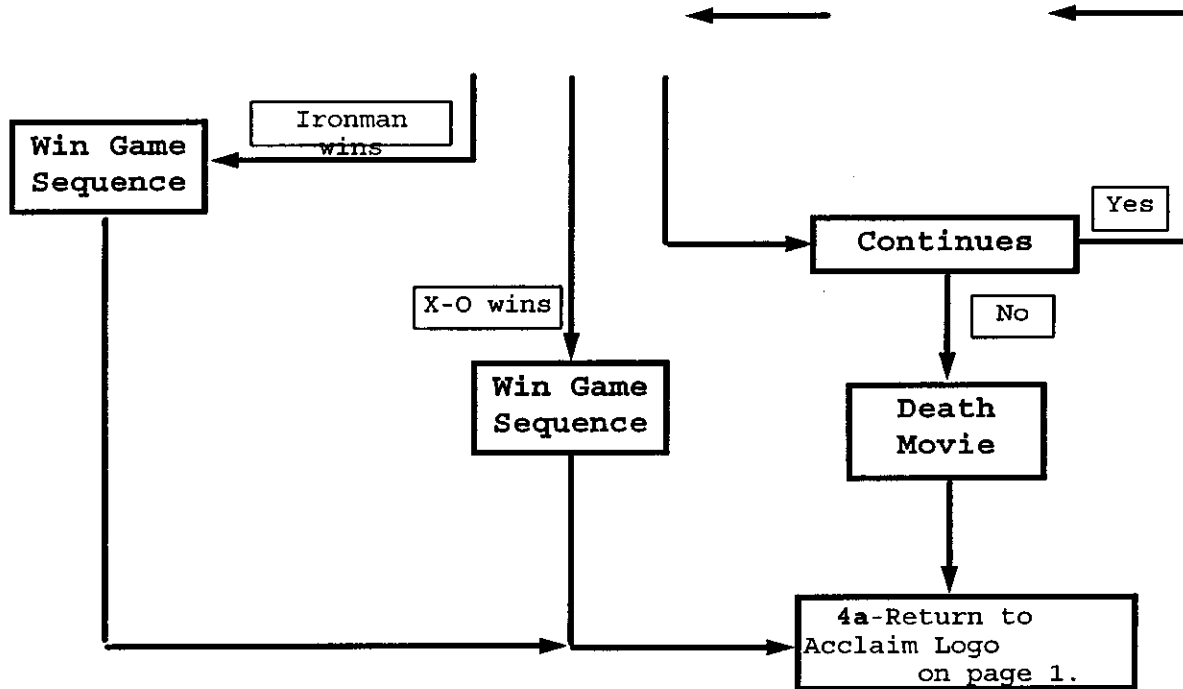
Yes

Death Movie

3d-Continue from page 3.

Final Mission

Select



6.1 GAME FLOW SCREENS

•Hardware Logo

Specific to the hardware platform where applicable.

•Legal Screen

Copyright notices printed in an Iron Man font. Text to be provided by Acclaim. This screen will time-out after 5 seconds, and may not be exited with a button press.

AUDIO: None.

EXIT: Time-out after 5 seconds.

•Acclaim Logo

To be provided and specified by Acclaim.

AUDIO: As specified by Acclaim.

EXIT: Button press. Time-out when completed.

•Realtime Logo

The 3D Studio metallic hot-extrusion version.

AUDIO: TBD

EXIT: Button press. Time-out when completed.

•Title Sequence

The heroes fly in from opposite sides of the screen and direct their repulsor beams toward the center. Their beams burn in the title as though cut from dark steel by a blowtorch.

AUDIO: Title music. Sound effects for beams and blasting

EXIT: START press, go to Start Game Window. Time-out when completed, go to Demo Loop.

•Demo Loop

The demo loop cycles back to the title screen after showing one demo scene. Each consecutive visit to the demo loop shows a different part of the game, up to 6 different scenes chosen from earlier levels. No boss confrontations will be shown in the demo. The demo will be recorded using a handcontroller read and record system.

AUDIO: Music from appropriate gameplay sequence. Sound effects play as they would in the game.

EXIT: Button press. Time-out when completed.

•HUD Window on title screen: Start Game Menu Window

This window appears on the bottom of the title screen, and displays two options -- START GAME and OPTIONS. An arrow cursor points to the current option, and any button selects that

option. Selecting START GAME goes to the Start Game Menu Screen, and selecting OPTIONS goes to the Options screen.

AUDIO: Title Music. Chirp-beep sound as window opens. Beep as cursor is moved. Quick 3-beep when item is selected. Sound effects play as they would in the game.

EXIT: Button press. Time-out when completed.

●Options Select Screen

The options screen appears as a 3D cube, with one option category on each of the six faces. The player uses the DPad to spin the cube, and the option on the face of the cube which faces the player lights up or highlights, and any button toggles that option. When an option is selected, a computer voice indicates the selection by speaking that option.

OPTIONS

Face 1

MUSIC ON (ON/OFF)

Face 2

STEREO ON (ON/OFF)

Face 3

PRIMARY BUTTONS
A.....JUMP/FLY
B.....WEAPONS
C.....FIRE

Face 4

SECONDARY BUTTONS
X..... ---
Y..... ---
Z.....---

Face 5

TOP LEFT.....TOGGLE SHOULDER WEAPON
TOP RIGHT.....TOGGLE SHOULDER WEAPON

Face 6

EXIT OPTIONS SELECTION AREA

AUDIO: Options screen background music. Beeps as cursor changed. HOMER VOICE to reflect music, SFX, and new game or saved game options.

EXIT: Select EXIT, then Button press.

•Start Game Select Screen

This screen presents a menu on HOMER,

Select Type of Game

- >One-Player Game
- Two-Player Team
- Two-Player Contest
- Play Saved Game

For each of the two-player options, a hero selection window appears to ask players to choose their hero. It is possible to play X-O and Iron Man, Iron Man and Iron Man, or X-O and X-O. AUDIO: Options screen background music. Beeps as cursor changed. HOMER VOICE to reflect type of game selected.

EXIT: On Selection.

•Mission Profile Screen

This also happens on a HOMER screen. The player is presented with a list of missions grouped in categories as TRAINING, BEGINNER, ADVANCED, and EXPERT. There is a very brief description of the mission next to each, as well as an icon that represents that mission. Once the player has completed all missions from the first category, all the missions from the next category are open for selection. The hero must complete all missions in a category before he can do any in the next category. The hero may go back to any completed mission as much as he or she likes.

AUDIO: Options screen background music. Beeps as cursor changed. HOMER VOICE to reflect type of game selected.

EXIT: On Selection.

•Mission Briefing Screen

Once a mission is selected, the hero receives a briefing on the HOMER screen. The boss appears as a rotating wire frame model on the screen. As the boss rotates, specific weapons systems are highlighted, and pertinent data is printed on the screen, CAD style. Certain enemies from the mission also appear and pertinent data is given. Most importantly, the objective of the mission is given to the player in this briefing. Each mission has a code name and a summary of locations and tactical notes. HOMER's voice will be used to call attention to important mission highlights.

AUDIO: Mission Briefing music. Beeps as cursor changed. HOMER VOICE to reflect type of game selected.

EXIT: On Selection.

•Suit Configuration Screen

Iron Man may configure his suit once the mission has been selected. There may have been some subtle and some not so subtle hints in the mission briefing about which weapons to select, so the player will have some clues to help him. The suit configuration takes place on a HOMER screen.

The player is prompted to select several offensive, defensive, and sensor options. The configurations is shown on a computer model of Iron Man, which changes as the player makes selections.

•Main Game Missions

•Save Options Screen

When the player presses the pause button from any gameplay screen, a menu appears on the HUD, and one of the options is to save the game. The method of the save will vary from platform to platform, but all platforms will save the following parameters:

1. Configuration (1-player, 2-player, which characters)
2. Options screen settings (hand controller, music)
3. Hero Parameters (Energy, current weapons, lives, etc.)
4. Most recent Location (halfway mark or start of map or mission select)
5. Missions completed

•Mission / Zone Completed Screen

This is done in overlay on the HUD, after the mission boss has been defeated or after the primary objective of the mission has been accomplished. The following items will be indicated on the HUD,

RAIN FOREST, ZONE 1 CLEARED

MISSION STATUS: 30% COMPLETE
TARGETS ELIMINATED: 25%
SECRETS FOUND: 27%
COLLATERAL DAMAGE: 23%

MISSION STATUS: SUCCESSFUL
DEVICE DISARMED (or whatever objective was)
TARGETS ELIMINATED: 25%
SECRETS FOUND: 27%
COLLATERAL DAMAGE: 23%

•Continue / Mission Failed (Game Over) Screen

This sequence varies depending on the whether or not the other player is still alive. If so, or if both players dies simultaneously, the side of the dead hero's HUD will flash a message HUD-style:

IRON MAN TELEMETRY: LOSS OF SIGNAL

PRESUMED DEAD

CONTINUE? (only if player has continues)

If it is a one-player game, the center of the HUD flashes:

MISSION FAILURE

for 3 seconds, then if continues remain, the option appears:

X-O CONTINUE?

or

IRON MAN CONTINUE?

With a 12 second digital count-down timer underneath. If the player does not press a button, the screen flares to white, and segues to the hero death FMV movie.

•Win Game Sequence

This sequence will be determined by Marvel's and Acclaim's story guidelines.

•Super Win Game Sequence

This sequence will be determined by Marvel's and Acclaim's story guidelines.

6.2 GRAPHICS LOADS

There will be 8 missions, so some of these 'worlds', or graphics loads, may be visited on multiple missions, and perhaps at various entry points, and in some cases different maps, or extended versions of previous maps. The following is a list of worlds that will be combined to construct various missions, along with some features, effects and constructs that characterize them.

Training Mission World: (One through three)

Similar to the "Danger Room" from the X-Men, the hero will traverse through a computer enhanced environment. Iron Man and X-O will fight holographic images of soldiers and robots. After holograms are defeated they will break apart and disappear. The perfect combination of hologram enemies and simple avoidance puzzles will provide superb gameplay with high-tech graphics. The training missions will be short in length while providing the player a fair chance to become aquatinted with all the hero mechanics. Enemies in these levels will be transferable to other levels by replacing the hologram dispersal animation frames with normal death frames. Although the player may complete them in any order, the training missions will increase in difficulty -- one being easiest, three being hardest. This will be achieved by introducing intelligent enemies, more high-intensity enemies, interactive puzzles, and traps in later levels.

World One: NYC/Futura, Urban Megalopolis (EXT.)

Many battles in the comic book take place in a corporate Urban environment. Elements may include: Suspension bridges, steep sliding roofs, Rooftop equipment, elevator shafts, helicopter

gunships, construction cranes, subway trains, modern skyscrapers and technology parks. Effects: billowing smoke from burning objects, shattering glass windows, fog, smooth parallax transitions.

World Two: Dromak Space Craft: Low Earth Orbit (INT.)

A slick alien interior, characterized by low and tight ceilings in access corridors, a bulkhead-divided structure, and a few wide-open, large greenhouse-type compartments. The earth and stars outside the panoramic windows seem to rotate completely every 12 minutes as the station spins to maintain artificial gravity. Transporters, laser turrets, data terminals, control rooms, interior of ducting, docking bays, observation decks, hub access tunnels, airlocks, emergency lighting, LOX tanks, high speed inter station transports. Effects: Translucent windows, reflections, 'video-mapped' effect on monitor screens, light-sourcing.

World Three: Tropical Rain Forest(EXT.), Volcano exterior, and Mayan Ruins(INT/EXT.)

Lush Andean jungle. A canopy of green foliage over damp riparian jungle, of high waterfalls, exotic plants, villages built into the trees, and elaborate Mayan Temple ruins. The *Rain forest* exterior may have suspension bridges of hemp, native traps, primitive rope suspended elevators to native habitats high in the trees. The *interior of ruins* may feature dark areas that Iron Man illuminates with his searchlight. Secret passageways, and Indiana Jones style obstacles, torches, elaborate relics, primitive winches and cranes left from archeological digs. Effects: Rain, translucent waterfalls, reflecting pools, light-sourcing in the rain forest.

World Four: Stark Industries/ Stane International/ Orb Industries (INT.) -- Stark Enterprises (Used for miscellaneous interiors)

A vast, labyrinthine techno-fortress of Sub-Levels, armories, and labs. This is an opportunity for background eye-candy video monitors, electronic equipment, and other techno-trash. The suit room. Effects: Translucent windows, reflections, 'video-mapped' effect on monitor screens, light-sourcing.

World Five: Stane International, (INT.)

Stane International, Long Island, N.Y.: A rival of Stark International, run by the maniacal Obediah Stane. It is another high-tech interior. One mission scenario might feature hostages taken by Obediah Stane, and trapped in suspended animation in green fluid-filled Lucite tanks. Effects: Translucent windows, reflections, 'video-mapped' effect on monitor screens, light-sourcing and area flood lighting, infra-red lighting.

World Six: Cyberspace, Mixed (EXT./INT., both in cyberspace context)

An abstract evolved TRON-like (without the dangerously cheesy 80's overtones) cyber-world. Stark can download his psyche into HOMER, and explore and do battle in a singularly abstract world.

World Seven: Battleship and Nuclear Submarine (EXT)

Includes naval exteriors and Oil rig Exteriors. Helicopter landing pad, catwalks, crane mount.

World Eight: Underground Alien Base, Groom Lake, Area 51 (INT)

An underwater fortress exterior. Labyrinthine caves, kelp beds, and an intricate megafortress structure. Effects: Underwater distortion, lens flare from submersible vehicles.

World Nine: Caverns, Underwater Caves, Volcano Interior

Alien infrastructure, narrow tunnels, volcano chamber.

World Ten: Subway Interior

Stations, Trains, Tunnels

6.3 WORLD ART SPECIFICATION NOTES

Prior to art production, several materials will be developed to insure that the background art is produced to correctly match the requirements of game play, color matching, sprite matching, and porting to other platforms. These pre-production materials include schematic-style sketches of each game map, color studies, a list of necessary background elements with their color and dimensional requirements, and a technical specification.

There are additionally effects that would have to be built into the background artwork. To do reflective lighting effects based on explosions and other changes in ambient light, highlights will be drawn into the background artwork in reserved color palette positions.

6.5 MISSION DESCRIPTIONS

Missions should include elements that work with the larger story, and elements that affect other missions. Missions themes may include time-pressure tasks, rescuing hostages, and so on. Graphic novelties may include levels with un-lit areas, strobing emergency lights, weather changes, time of day changes, and so on.

(original order)

Training Missions

MISSION 1: Titanium Man

MISSION 2: *Cyberspace*

MISSION 3: Rain Forest & Volcano

Tactical Operations Missions

MISSION 4: Sea Bound Mission

MISSION 5: New York City 2020

Expert Missions

MISSION 6: Underground Military Alien Base (Groom Lake, Area 51)

MISSION 7: North Sea Oil Rig

MISSION 8: Dromak Space Craft

7.0 AUDIO

An important part of the total effect of the game is the use of audio. There are even more options available on the newer 32-bit machines for creating interesting audio effects, and some of these can be used to help pump up the adrenaline and immersion factors.

7.1 MUSIC

A contemporary electric-guitar based driving rock, or speed-metal soundtrack style will be used in this action-based license. Coordinating the music tempo and mood closely with the action is key. This will be done with short musical sequences to punctuate attacks and foreshadow danger, and by punching tracks that are constantly playing in and out of the mix.

Although some graphics loads, looks, and locations will be shared across multiple missions, the musical score will be almost totally mission specific. Music will be arranged such that certain tracks or sets of tracks can be turned on or off in any given measure, so that the music can be mixed 'on the fly' to reflect the action on the screen. These toggleable tracks play all the time, but game action determines when they are made audible. For instance, a punchy bass track may get turned up when the player(s) encounter a designated mini-boss. The track may then be faded or turned off after the mini-boss is defeated. On the 32-bit machines, the song loops will be longer because they can be. About 2 minutes for the basic loop, and perhaps longer before the song truly repeats by recombining sections of the song or playing them in a different order. The important thing is that the music will be arranged and structured such that it's not repetitive. The song list for the game will be defined like this:

1. Opening Title theme
2. Mission selection background music
3. Iron Man donning suit(Black Sabbath's 'Iron Man' may be licensed by Acclaim)
4. X-O donning suit
5. Game over sequence
6. Win game sequence
7. Super win game sequence (for alternate enhanced game win)
8. For *each* mission:
 - Mission primary action theme, arrangement 1
 - Mission primary action theme, arrangement 2
 - Mission alternate action theme
 - Mission boss theme

7.2 SOUND EFFECTS

Certain DSP effects, along with hardware panning, will be used with sound effects as well. Effects will be attenuated according to their distance from the camera, and selected effects will be panned in stereo and frequency shifted for audio Doppler effects as hardware allows. The game will also be peppered with choice sound bites from enemies, taken from the best comic book lines -- campy comic book dialogue, like Obediah Stane insanely proclaiming, "The feeling of power is exquisite!" Main bosses taunt and wisecrack at the heroes. The amount of digital speech will depend on the native capabilities of each platform. Stark's master computer may also give audio updates via his helmet radio, verbal clues that help the player through the mission. As in the comics, Iron Man and X-O will continually comment on their weapons during battles. These may be used as hints, e.g., "This would be a good time to test my new super enhanced repulsors!" or "My energy shield worked perfectly!", and may be either voice or screen readouts such as telemetric messages from HOMER. As with the music, there will also be sound effects expressly used to add tension. These effects could be loosely called 'atmosphere'. The hero may be given a low-frequency bass heartbeat that changes tempo as the action quickens, or a subtle Darth Vader-like breathing sound that quickens with the gameplay.

Categories for which sound effects will be planned:

- Menu Screens
- Between Screens
- Hero
- Icon Pick Up
- Atmosphere
- Actor based
- Background effect based

Sound effects may be shared among enemies, but shared or not, each enemy will typically have some effect designed for these phases of behavior. In the category of actor-based effects, sound effects will be associated with these actions,

- Introduction
- Exit
- Motion
- Attack(s)
- Defend
- Hit
- Death
- Non-attack interaction with hero