



c: Special Abilities  
d: Basic Attacks  
e: Special Moves  
f: Hyper Combos  
g: Taunt

vii: Combo

viii: Partner Assists

ix: Iron Man Rating

x: Team Members

xi: Credits

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## i. LEGAL STUFF

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## ii. INTRODUCTION

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Iron Man plays a little oddly. He is definitely different from everyone else in the game, but once you get used to his moves, you can play and win comfortably. His weaknesses are his lack of a good general counter move and a very short-range launcher, but other than that Iron Man kicks some ass. In this FAQ, I am assuming that you already know the BASIC or UNIVERSAL moves.

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## 111. BIO AND HISTORY

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For those of you who know nothing about Iron Man, read this!

Real Name: Anthony "Tony" Stark  
Occupation: Billionaire Industrialist  
Identity: Secret

History: Tony Stark, brilliant industrialist and inventor, was wounded in the chest by a piece of shrapnel in the course of managing Stark Industries -- a weapons and munitions enterprise. While wounded, he was taken prisoner and coerced to develop a powerful weapon in exchange for an operation that would save his life. Instead, he set up a small laboratory and designed and built an electrically-powered, transistorized suit of iron armor equipped with heavy

offensive weaponry. Transformed thereafter into Iron Man, he destroyed his captors and went on to use his invulnerability to defeat spies, criminals, and any person or force who threatens the security of the United States. Tony Stark was instrumental in founding S.H.I.E.L.D. and was a founding member of the Avengers.

Height: 6'1"  
Weight: 225 lbs.  
Eyes: Blue  
Hair: Black  
Powers: Iron Man's armor enables him to lift (press) approximately 70 tons under standard operating conditions. The armor contains various offensive weaponry, among them repulsors and a uni-beam. The armor also grants the wearer a degree of invulnerability and the power of flight.

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#### iv. LEGEND

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LP = Light Punch  
MP = Medium Punch  
HP = Hard Punch  
P = Either Punch  
PP = Both Punch

LK = Light Kick  
MK = Medium Kick  
HK = Hard Kick  
K = Either Kick  
KK = Both Kick

A1 = Assist One  
A2 = Assist Two

F = Forward  
D = Down  
B = Back  
U = Up  
DF = Diagonal Down-Forward  
DB = Diagonal Down-Back  
UB = Diagonal Up-Back  
UF = Diagonal Up-Forward  
QCF = Quarter Circle Forward  
QCB = Quarter Circle Back  
HCF = Half Circle Forward  
HCB = Half Circle Back  
360 = Rotate Joystick 360 Degrees

0  
J = Jump  
SJ = Super Jump  
C = Crouch

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#### v. COLOR

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This is the most important section for his strategies...well not really. This is a guide to show what button selection corresponds to what color

Iron Man's armor/trim will be.

Armor/Trim

X: Red/Yellow            Y: Red/Orange-Yellow        Z: Red/Silver  
A: Blue/Yellow           B: Red/Lavender            C: Orange/Mustard Yellow

C is the best!!!

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vi. MOVELIST  
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a: Throws

1. Ground Throw: (when close) B or F+HP
2. Dash Throw: (when close) B or F+HK
3. Air Throw: (when close and airborne) B or F+HP

b: Launchers

1. DF+HK or Standing HK  
Iron Man's launcher is pretty much his only weakness. It has literally no range whatsoever. You have to be standing right next to your opponent for launcher to connect and it leaves you pretty vulnerable if blocked because your leg is dangling in the air.

c: Special Abilities

1. Air Dash: (when airborne) PP
2. Flying: QCB+KK

d: Basic Attacks

1. Nosedive Kick: (when airborne) D+HK  
Damage: 12  
Iron Man bounces away from his opponent when this alternate aerial attack connects. This move is an offensive way to deal decent damage when coming down from an Aerial Dive or Super Jump. However, If you whiff with this move, you're open for pretty much any attack.
2. Beat Punch: (when airborne) D+HP  
Damage: 13  
Iron Man shoots a ray of light diagonal downward from his hands. Use this alternate aerial attack to counter anti-air measures from your opponent. This move is also a good air combo finisher.
3. Throw Up Punch: (when airborne) U+HP  
Damage: 13  
Iron Man shoots a ray of light upward from his hands. This alternate aerial attack can be used to hit airborne opponents in front and above you.
4. Throw Up Kick: (when airborne) U+HK  
Damage: 13  
Iron Man does his standard launcher in mid air. This alternate aerial attack can be used to hit airborne opponents over you.

e: Special Moves

1. Uni-Beam: (when grounded or airborne) QCF+P

Damage: 12-17

Iron Man fires a high, beam-based projectile from a diamond shaped imprint on his chest. Beaware, the recovery from the HP version is pretty slow. This is not a good move to use on close range battle because of the slow starting speed and can easily be countered. Although it can countered at close range it can really do a lot of chipping damage if blocked. The Uni-Beam hits 9 times and the chipping damage is above average. This move is hard to use in combos though because of the start up time (damn).

2. Repulsor Blast: hcb+P

Damage: 24-36

Iron Man raises a ball of light above his head and shoots lasers in for different directions from the ball. In this awkward general move counter, the repulsor rays shoot up and forward at first; then they recede and shoot down and forward (90 degrees clockwise from the earlier ray). This repeats until all diagonals have been covered. In short, this move is an anti-air counter, then a ground attack counter. After that is just recovery time in most situations.

3. Smart Bomb: (when grounded or airborne) HP+LK

Damage: 18

Iron Man Leans forward and shoots a stream of bombs from each shoulder. This unusual projectile attack is useful in medium-range ground level battles, or when airborne, to punish a projectile happy opponent.

4. Shoulder Rocket: D+P

Damage: ?

Iron man crouches down and fires rockets from his shoulder cannon. This is pretty much a standard projectile but Iron Man is in the crouching position.

f: Hyper Combos

1. Proto Cannon: QCF+PP

Damage: 55

Iron Man takes out one really big ass gun and blows the living snot out o anything in front of it. This Hyper Uni-Beam has two benefits. One, it is high level and thick, so it is hard to jump over. Two, the cannon can hit close-range opponents as it drops into Iron Man's hands This allows it to be used as a counter against standing or airborne opponents. It takes forever to start up because his gun so damn big!!

g: Taunt

1. Superior Tech: LK+START

Damage: 0

Iron Man lifts his right arm while clutching it with his left arm and says "Superior Tech". This taunt is awesome! It'll really piss off your opponent constantly saying "Superior Tech" in his face. Don't get me wrong or anything, taunts suck. They leave you open for anything.

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vii. COMBO  
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Iron Man isn't exaclty the COMBO fighter considering his launcher really

sucks, but once you actually hit with it he can deal some aerial damage. There are MANY, MANY more combos out there for Iron Man. These are just a few simple combos for beginners.

- J+HP, LP, LP, LK
- J+HK, LP, LK, C+HK
- LK, C+LP, Uni-Beam or Repulsor Cannon
- LP, LK, HK, SJ, LP, LK, LK, Beat Punch
- J+HK, HK, SJ, LP, LK, LK, Beat Punch
- Smart Bomb (both bomb streams must hit), Proto Cannon
- (when close) Repulsor Blast, Proto Cannon

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viii. PARTNER ASSISTS  
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ASSIST	PROJECTILE TYPE	ANTI-AIR TYPE	LAUNCHER TYPE
Assist Attack	LP Uni-Beam	HP Repulsor Blast	Standing HK
Counter	LP Uni-Beam	HP Repulsor Blast	Standing HK
D Hyper	Proto Cannon	Proto Cannon	Proto Cannon

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ix. IRON MAN RATING  
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Strength: 8.0

He dishes out damage decently. Hit for hit, he causes the opponent to lose life averagely. A game played with Iron Man usually takes awhile so if your in a rush chose Thanos (?).

Vitality: 7.0

He takes damage at a fair level. Since 5 is the average score, and he takes less damage per hit than the average character like Ryu. He's made out of iron!

Speed: 7.0

Some of his moves have way too much execution and lag time. However, some of his moves come out instantly (Shoulder rocket, Smart Bomb). His walking speed is average, nothing special here. Dash, eh?

Offense: 6.5

Iron Man plays the offensive game at a fair level as well. He has some nice aerial attacks that are effective, and he can fight okay at close range, but he only has ONE hyper combo. His execution and lag speed on some moves makes him more of a defensive player.

Defense: 9.0

Iron Man is very good at keeping the opponent away. Iron Man can keep anything away with his THREE projectile moves. The Uni-Beam is an excellent projectile to use on a defensive level, and it does excellent chipping damage. Iron Man's super is definitely one of the best for chipping and should probably only be used to keep an opponent away. Iron Mans Shoulder Rocket is also a good defensive attack because it leaves you in the crouching position where you are ready to block pretty much any incoming attack. His defense is like iron (i already used a couple puns like this).

