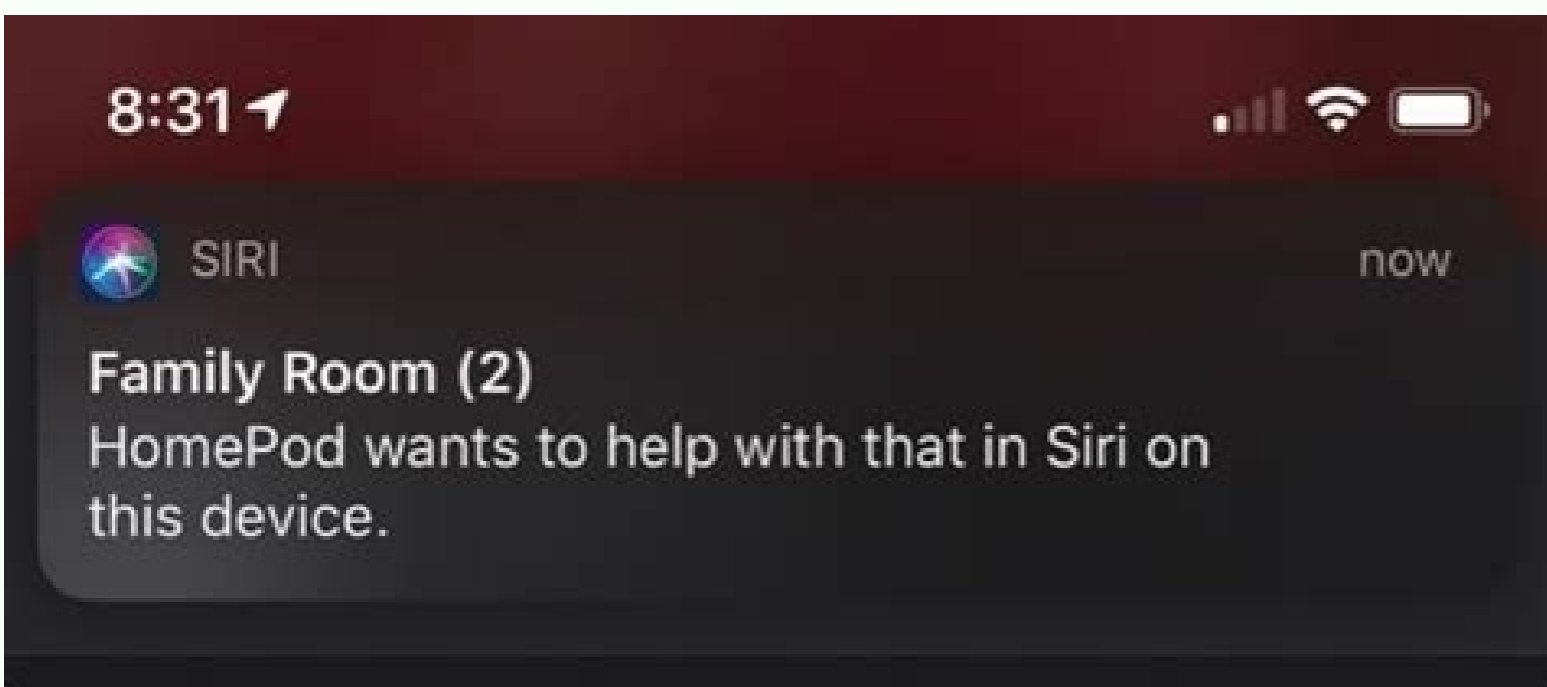
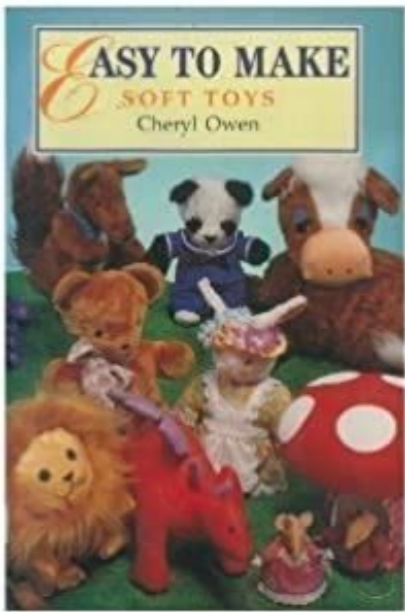
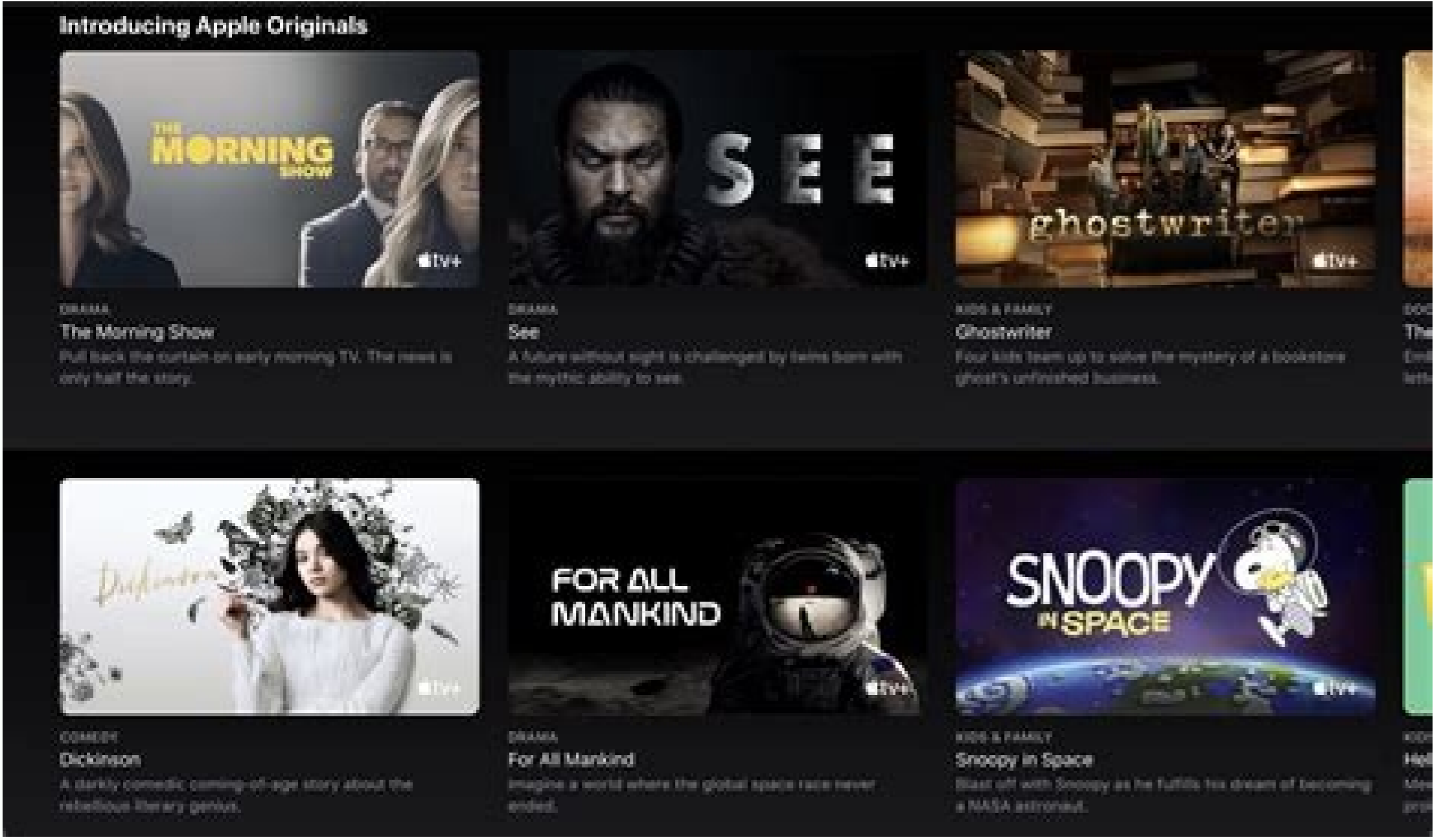


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If you've ever dreamed of being Iron Man, 2020 is the year your wish comes true. Not only is this Marvel hero one of the main playable characters in Marvel's Avengers, he's also taking center stage in Iron Man VR. Iron Man VR is meant to be as immersive as possible, which is why developer Camouflaj made such an effort to stay true to the source material. IGN was able to chat over the phone with director Ryan Payton and writer Christos Gage to find out more about how the classic Iron Man comics inspired the game's story mode, along with some surprising influences from games like Halo and Resident Evil 7. Marvel's Iron Man VR Screenshots While Iron Man VR isn't based on any one particular Marvel Comics story, it does draw inspiration from several eras of the Iron Man comic, and that's why Gage was brought into the fold. In addition to working on Marvel's Spider-Man and the Iron Man 3 mobile game, Gage is also a prolific comic book writer who's scripted everything from The Superior Spider-Man to Tony Stark: Iron Man to Avengers Academy. His comic book expertise was used to add a greater feel of authenticity to Iron Man VR. As Gage explained, he came on board after the broad strokes of lead writer Brendan Murphy's story had been laid out. "When I came in the game's story was all there," said Gage. "They did a terrific job with Tony and Pepper... I was brought in to give it that extra Marvel insider feel, put in some Easter eggs and just give it that mighty Marvel touch, as it were." Gage specifically pointed out two classic Iron Man stories that were big influences. One of these is 1979's Iron Man #118, which features a now-iconic action sequence where Tony Stark falls from a plane and has to don his Iron Man armor in mid-air. The other is the Armor Wars story arc that ran from Iron Man #225-231. "One was obviously Iron Man #118, which is the classic falling out of the plane, trying to catch the armor issue," Gage said. "Also something like Armor Wars in the 1980s. In this case, Iron Man discovers that his technology has been stolen at some point in the past and was used to enable criminals and he has to go through it and prevent them and shorten the technology so that they cannot use it for evil purposes. This is the kind of thing that usually fits well with an Iron Man story and the team already had it in place and I thought it was very effective." Payton pointed to a more recent pair of Iron Man's stories - Extremis by Warren Ellis and Adi Granov and The Invincible Iron Man by Matt Fraction and Salvador Larroca - as main influences. As he did with a suit on Marvel's Spider-Man, the Granov himself was hired to project an original new suit for Iron Man VR, nicknamed the Impulse armor. "San Rie Matt Fraction was part of our necessary reading for the entire development team in the first year of development," Payton said. "I think one of the things that Matt Fraction and San Rie Extremis did so well was to add a modern turn and a degree of a base all that Tony was doing, and I think which really inspired the team in terms of how they started thinking about the not-one-of-personalization and the degree that Tony would obsess with this new Impulse armor that Artist Adi Granov helped us project." Finally, Payton provoked that Iron Man VR inspired the most famous Iron Man's story, 1979 Demon in a Bottle. This story is notable for dealing with Tony Stark's alcoholism, as the armored avenger hits the rock background than one. This does not mean that Iron Man VR will necessarily focus on Tony's alcoholism, but sharing certain similar similarities. Payton said: "The game leans a lot for this idea that Tony is his own worst enemy. We are investigating this and through the thematic nature of it. We are not telling the history of the Demon Numa Garrafa, by itself, but we are from various specific elements and some things to a certain extent, it is very, very hardcore, which I am excited to see if the fans of the Big Iron Man out there notify the degree of which work we are referencing, several of these different comics." As Marvel's Spider-Man, Iron Man VR takes place in a world where Tony Stark has several years of experience in Iron Man. Type of training sequence, most of the story mode happens years after Tony wore his first armor suit. Payton explained this decision, saying: "One of the things we agreed with Marvel from the outset, especially when I talked to Bill [Rosemann] at Marvel Games, is that, like Spider-Man's game, we didn't want Iron Man VR to be a source story. We recognize that people love and know the Iron Man of the movies and the comics, so we just wanted to put the player directly into the action. So the story of the game begins a little in Tony's career as Iron Man. Original armature in the game, which is called Impulse armor... we know that perhaps players do not necessarily need to be told the original story of origin, but we did. I think, a good job of calling back and back to Tony's past to do it, even if that is the first experience someone has ever had with Iron Man, which still makes sense to them." Gage agreed, telling us the story a balance between respecting the comics while blazing his own track with Tony Stark. "People know that Tony Stark was a guy who made weapons, and then he had this situation in which he was kidnapped, and his heart was damaged and he had to build armor to escape, and now he's trying to help the world as Iron Man," said Gage. "And much like Spider-Man game, this is your own story and that's what Marvel has encouraged from the beginning, it's doing Iron Man's best video game. Don't worry about adapting a comic story. Don't worry about tying the movies or something. Just do the best Iron Man video game you can do. When I arrived on board, I was very impressed by what the team had already had and felt that they had hit many of the things that make a great history of Iron Man. Both comics and previous Marvel video games, you may be surprised to know that you also follow the example of other recent AAA video games. It turns out that the Halo and Resident Evil franchises had a significant impact during development. Attention of the dynamics between Tony and the AI system of his suit, Friday. More than just being a useful tool for the player, Friday will be an integral character of the game, according to Gage. "It's not just that Friday is the AI of AI saying that you shoot your left or wrap the repulsive rays," he said. "Friday is a real character in this game and it's all I'm going to say, because it will be much more fun to understand what it means on your own you play." That's where the halo inflates EC enters. Payton confirmed the dynamics between the protagonist Halo Master Chief and his digital companion Cortana helped inspire the Tony/Friday relationship, partly because the Camouflaj team includes several previous Halo game veterans. "It's one of the things we found out that we found out that we found out Be really interesting about this opportunity to work at the Marvel VR Iron Man," Payton said. "In a team, Camouflaj... has several former Halo developers, including me, and... when the opportunity with Iron Man came up, I told some of my colleagues here: 'Well, here we go. We can make a one snomed lanospes sih qniltab krats ynot dntora deretnec emag a rof niallv fo eciohc laigiol eht saw tsogh su diot notya? the mistakes of his past.'" Through the moment at stake, what are you doing? Who are you fighting?" he said. "We have Tony literally fighting these machines that he used to build when he was a weapons manufacturer, but it doesn't solve the problem of who our main villain was. We wanted to have a villain that we're really going, really deep and then really exploring." He continued, "And Brendan Murphy and I went to Los Angeles. We met with Bill and Marvel's team, and I remember sitting in a conference room and saying, 'Okay. So you can help us find out who our main villain is, because we need someone who resurrects Tony's past machines and hacks these machines and then haunts Tony throughout the game.' And almost like a television Bill and all the rest of the Marvel guys looked at each other and at the same time they said 'Ghost', and from that moment on, we knew who our main villain was." Gage added, "And makes all sense, because our version of Ghost in the game is not identical to the comics version, which actually evolved in the comics and was from a kind of technological/saboteur attacker to a paranoid conspiracy theorist in the Matt Fraction version. There are elements of the Matt Fraction version in our Ghost, but there are also differences. I don't know how much I can say, but she has a personal reason for what she's doing. It's not, 'I don't like corporations and Stark industries is a corporation, and that's why I'm going after it.' She has a personal revenge." Payton also provoked that Ghost will not be the only family villain seen in the game. That being said, he was inflexible that the goal is not to include a big oath of villains (as was the case with the Spider-Man of Marvel), but rather to enhance in a handful of integral characters to the story. He said: "While we have some villains we haven't talked about, we are also being it really goes, very deep, with the villains we have seen, when it comes to going very wide with this game." To learn more about Marvel Iron Man before his launch in the next week, no longer check out our practical impression of last year and new revelations on combat, update system E and the construction of the world. In addition, if you are on the wall if you want to buy the full game, there is a display now available at the PlayStation store. Jesse is a team in soft ways Writer for IGN. Allow him to lend a factor to his intellectual forest following @schedeen on Twitter. Twitter.



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