

GAME BOY ADVANCE™

AGB-BSMP-UKV

METAL SLUG ADVANCE™



INSTRUCTION BOOKLET

LICENSED BY



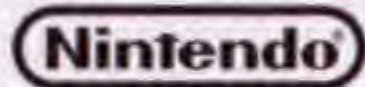
NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE SEAL OF QUALITY ICON ARE TRADEMARKS OF NINTENDO.
NINTENDO, GAME BOY, GAME BOY ADVANCE ET LE LOGO SEAL OF QUALITY SONT DES MARQUES DE NINTENDO.



THIS SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR GAME BOY SYSTEM.

Game Boy Advance Game Pak conforms to:

- TOY Directive (88/378/EEC) EN50088, EN71 Part 1, 2, 3
- EMC Directive (89/336/EEC)



D-63760 Großostheim

PLEASE RETAIN THE PACKAGING. VERPACKUNG AUFHEBEN.
CONSERVER L'EMBALLAGE. BEWAAR DEZE VERPAKKING.
POR FAVOR GUARDA ESTA CAJA. ΔΙΑΤΗΡΗΣΤΕ ΤΗΝ ΣΥΣΚΕΥΑΣΙΑ.
FAVOR GUARDAR A EMBALAGEM. SPARA FÖRPACKNINGEN.
GEM EMBALLAGEN. SÄILYTÄ PAKKAUS.
CONSERVA QUESTO INVOLUCRO.

CONTENTS

STORY	2
CHARACTER INTRODUCTIONS	4
COMMANDS	6
THE GAME SCREEN	8
BEGINNING THE GAME	9
CAMPS	12
BATTLE HINTS	14
ITEMS	17
VEHICLES	19
GAME CARDS	20
CREDITS	21

**TEN HUT, CADETS!
YOUR DRILL HAS BEGUN!**

**BEFORE BEGINNING THE MISSION BE SURE
TO READ THIS USER'S MANUAL CAREFULLY
– READ IT, LEARN IT, LIVE IT!**

**AND ALL YOU GOTTA DO TO BECOME ONE
OF THE GLORIOUS PF SQUAD'S ELITE IS
SURVIVE ONE OF THE MOST RIGOROUS
TESTS OF BODY AND SPIRIT OUR CREATOR
COULD EVER DEVISE. DISMISSED!**

STORY

The special ops squad Peregrine Falcons (a.k.a., PF Squad) is known for demanding the best of its members in any situation to carry out the mission. A day in their corps does not go by without a vigorous regime of training. The mission this time is a simulated battle drill for new recruits. The stage for this drill is a remote island in the South Pacific. Walter and Tyra, two recent recruits in the Government's PF Squad, must land on this island with only a minimum of provisions. Once they make it off the island through their own devices, the drill will end successfully.

Naturally, the two have not been provided with any intel on the island's flora, fauna, and geography, making it difficult to imagine what obstacles await them, and once they set foot on the island, there is no

turning back. This may be just a drill, but one false step could be fatal. Will the two be able to weather the onslaught of ordeals and take their place among the elite and glory, or will they suffer ignominious defeat? The terrifying trial that will test their abilities to survive has begun. Walter plunges into the heart of the island, spurred by the quickening throbbing of tension and excitement. Tyler follows, putting all her five senses at her keen disposal while prudently pressing on. Just as the two disappear into the jungle, a sinister ship approaches! Little do the two new PF Squad recruits know, but their first drill is going to become their first taste of combat. The training unfolds under gathering clouds of war!

CHARACTER INTRODUCTIONS

WALTER RYAN

HEIGHT: 182 cm • WEIGHT: 78 kg

SEX: Male • NATIONALITY: Australia

OCCUPATION: Recruit in Government
Army's PF Squadron

AGE: 21 • BLOOD TYPE: AB

MOTTO: "I'd rather be pumping iron."

REASON FOR ENLISTING: Walt entered the
Government's PF Squadron, thinking he could
temper
both body and mind. He knows he's got the
stamina.





TYRA ELSON

HEIGHT: 167 cm • WEIGHT: 47 kg

SEX: Female • NATIONALITY: USA

OCCUPATION: Recruit in Government
Army's PF Squadron

AGE: 20 • BLOOD TYPE: O

MOTTO: "I guess everything's up to me."

REASON FOR ENLISTING: Tyra's thirst for justice drew her to the elite and renowned PF Squadron. She scored first on the paper test. Now she's ready for her final trial.

COMMANDS

Basic Commands



SPECIAL COMMANDS

Crouch Attack

+ B Button

Downward Attack

After pushing the A Button, push control pad down ▼ and B Button.

Boarding Vehicles

Push the A Button near vehicles.

Exiting Vehicles

While riding vehicle, push the control pad down ▼ and A Button.

Direction Shift

Push the control pad positions ◀▶ to shift in the desired direction

THE GAME SCREEN

LIFE GAUGE: Shows remaining strength of the character in use and it decreases whenever the character is hit.

AMMO STOCK: Displays the remaining number of ammo acquired through Weapon Items. With basic armaments, the symbol for infinity ∞ is displayed.

CHARACTER PANEL: Displays face of character in use.



EXPLOSIVES STOCK
Displays the number of remaining grenades and shells.


BEGINNING THE GAME (PART 1)

[GAME START]

Insert the cartridge into the Game Boy Advance™ and turn the unit on. Push the START button when the title screen is displayed.

When you press the START button..

You can choose from the following options on the File Select screen.



BEGIN NEW GAME
RESUME GAME
DELETE FILE
COPY FILE

BEGINNING GAME PLAY (PART 2)

THE FILE SELECT SCREEN...

This screen lets you select files to begin game play, and delete or copy files. Select files and menus with the control pad and push the A button to confirm selections.



1) WHEN BEGINNING NEW GAMES...

The Character Select screen after an empty file is chosen from the three files. When Walter or Tyra is selected, the attack objectives appear on the Map screen and the game begins.



2) RESUMING GAME PLAY...

By choosing a file containing saved data, the Camp screen (P.12) for that data appears. Choose "MISSION" then and begin play from that point (you can resume play from the attack objective you select on the map).



3) DELETING FILES...

Selecting "DELETE FILE" erases data stored in the file and leaves it empty. Select a file to be delete and push the A button to empty the file.

4) COPYING FILES...

Choosing "FILE COPY" allows the contents of one file to be copied into another empty file. Select the desired file for copying and then the empty file in which data is to be transferred.



CAMPS

Selecting a file in which data is saved on the File Select screen calls up the Camp screen for that data and offers the menus listed below. Push the top or bottom of the control pad to select these options, then push the A button to confirm.

MISSION

Let's you select the data to continue game play. Select an attack objective on the Map screen and the game resumes from that point.



COLLECTION

This allows you to confirm information on cards (p. 20) obtained during missions. Push the top or bottom of the control pad to select the card whose information you want to see and push the A Button to confirm. You can also turn card functions on and off here.

SELECT A CARD...



...to see its information.

HOSTAGE LIST

Lets you see a list of the hostages rescued during missions.

SAVE

Saves the data of cleared missions (obtained cards and the names of rescued hostages).

QUIT

Ends the game and returns you to the Title screen.



BATTLE HINTS

[VIEWING THE MAP]

There is a complete map of the uninhabited island and attack objectives (mission and dungeon positions) displayed in the Map screen. You can freely select these attack objectives when resuming a game.

- [☼] An attack objective that has been cleared once.
- [☼] An attack objective where cards or hostages have been obtained.
- [🚫] Newly appearing attack objectives. Have not yet been cleared.



[MISSIONS]

The mission ends successfully when the boss character appearing at the end of a mission is defeated. The mission fails when the character loses all life energy or is killed. By playing to the end of one area, you move on to the next one. The moment a character enters the next area, there's no return to the previous one.

[DUNGEONS]

Numerous cards are hidden in dungeon stages. You clear the area by obtaining just one hidden card. The mission fails when the life energy of the character in use is exhausted. You can freely move between various areas of the dungeons.

[PAUSE MENU]

Pushing the START button during missions (or in dungeons) calls up the Pause menu, allowing selection of the following menus. Push the START button a second time to resume game play.

- CONTINUE MISSION:** Resumes missions.
- RETURN TO CAMP:** Stops the mission midway, returns characters to the camp, and the mission is abandoned.



[FAILING MISSIONS...]

When characters die during missions (or in dungeons), the Continue screen appears to display the options below. Continuing the game deletes all the cards and hostages obtained in the area (or dungeon) in which the character dies and must be recovered after play resumes.

- CONTINUE:** Resumes the game from the area in which the character died.
- RETURN TO CAMP:** Stops the mission midway, returns characters to the camp, and the mission is abandoned.

[FAILING AND RETURNING TO CAMP...]

Abandoning missions by returning to camp erases all cards and hostages obtained midway through the mission. In addition to obtaining cards and hostages, it is necessary to clear the mission (or dungeon) to keep these. Save data using the Camp screen after clearing a mission.



ITEMS

Getting items appearing in stages can increase the firepower of normal weapons, restore life energy, and replenish ammunition and energy. Sometimes even rescued hostages will give you items as token of their gratitude for being rescued.

[POWER UP ITEMS]



HEAVY MACHINE GUN:

Machine gun providing automatic firepower.



ROCKET LAUNCHER:

Launches rockets at opponents.



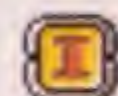
SHOTGUN:

A short-range but delightfully destructive weapon.



FLAME SHOT:

An anti-personnel flame thrower.



IRONSIDE:

A missile that hugs the earth at super-speed.



ENEMY CHASER:

A homing missile to track down enemies wherever they run.

[LIFE ENERGY RESTORING ITEMS]



FISH



CANNED RATIONS



BANANA



BREAD



ROAST TURKEY

[SUPPLY ITEMS]



ENERGY



EXPLOSIVES



AMMO

[COLLECTION ITEMS]



COIN



GEMS (RED, YELLOW, BLUE)



TREASURE CHEST

AND MANY MORE...! THERE'S MORE WHERE THESE CAME FROM... GET THEM ALL!

INTRODUCTION TO VEHICLES

Jump up and squeeze into the top of vehicles when they appear. You can use them once you're in.



METAL SLUG

The prototype for the all-purpose Government tank. In spite of the continuing production of new slugs, this one is the *crème de la crème*.



SLUG GUNNER

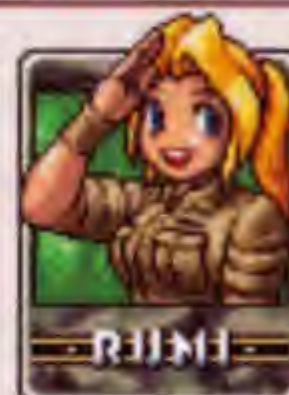
A bipedal, robot-type Metal Slug. With its heavy armaments, it boasts heavy fire power and maneuverability, and can morph into a tank that runs on treads.



SLUG FLYER

A high-performance V-TOL fighter. It packs high-speed missiles and can take off and land vertically.

CARDS



AND MANY MORE...!
SEE WHAT KINDS OF CARDS AWAIT YOU!
THEY'RE SUCH A BALL, YOU'LL WANT THEM ALL!

In addition to items, you can also pick up cards while playing this game. You automatically receive cards by fulfilling certain special requirements, and by obtaining these you can make items more powerful, add to your character's abilities, or bring about various changes to the game.

And there are many more surprises to be found.

Rely on your own strength and cunning to uncover them!

**SO... WHADDYA WAITING FOR?
GET A MOVE ON, SOLDIER!**

GAME CREDITS...

SNK PLAYMORE/SNK NEOGEO

Executive ProducerEikichi Kawasaki
Director of Japan/Europe Relations
.....Yoshihito Koyama/Shinya Morishita

IGNITION

Managing DirectorVijay Chadha
Packaging, Manual and LayoutKelly-ann Styles
Product ManagerPeter Rollinson
QA ManagerManoj Kumar
Ops, Localisation and Dev ManagerJim Philpot
Marketing DirectorGreg Baverstock
European SalesPhu Tien
UK SalesSimon Insull
Information TechnologyDanny Bailey
LogisticsJoy Sreeraman
FinanceRichard Cooke, Ismail Essack

YOUR NOTES...

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

The PEGI age rating system:

Age Rating categories:

Les catégories
de tranche d'âge:



Note: There are some local variations!

Note: Il peut y avoir quelques variations en fonction du pays!

Content Descriptors:

Description du contenu:



BAD LANGUAGE
LA FAMILIARITÉ
DE LANGAGE



DISCRIMINATION
LA DISCRIMINATION



DRUGS
LES DROGUES



FEAR
LA PEUR



SEXUAL CONTENT
LE CONTENU SEXUEL



VIOLENCE
LA VIOLENCE

For further information about the Pan European Game Information (PEGI) rating system please visit:

Pour de plus amples informations concernant l'évaluation du système d'information de jeu Pan Européen (PEGI), vous pouvez consulter:

Para obtener más información sobre el sistema de calificación de juegos (PEGI), por favor visite:

Per ulteriori informazioni sul sistema europeo di valutazione delle informazioni del gioco (PEGI) vi preghiamo di visitare:

Für weitere Informationen über das europäische Spiel-Informationen Bewertungssystem (PEGI) besuchen Sie bitte:

<http://www.pegi.info>



168-172 Brooker Road • Waltham Abbey • Essex • EN9 1JH • UK

© SNK PLAYMORE. "Metal Slug" is a registered trademark of SNK PLAYMORE CORPORATION.