GAME BOY ADVANCE™

AGB BSMP-UKV

METAL SLUG ADVANCE™

IGNITION entertainment

INSTRUCTION BOOKLET

LICENSED BY

Nintendo

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Game Boy Advance Game Pak conforms to:

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

CE Nintendo 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.

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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 islandís flora, fauna, and geography, making it difficult to imagine what obstacles await them, and once they set foot on the island, thereís 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

L BUTTON
Activates Metal Slug Attack or Stealth Abilities (only when appropriate cards are obtained)

R BUTTON
Used for lobbing grenades, firing cannons (ammo limited for both)

+ CONTROL PAD
◀▶ Makes characters move
▼ Crouch
▲ Look up/ Selects items

A BUTTON
Jump / Confirm selections

START BUTTON
Starts the game & calls up the Pause Menu.

SELECT BUTTON
Not used.

B BUTTON
Fires gun (or conducts knife attacks at close range), fires Vulcan cannon / Cancels selections.

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

Letis 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.

[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 crëme de la crëme.

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...

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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 Bewertungs-System (PEGI) besuchen Sie bitte:

http://www.pegi.info

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