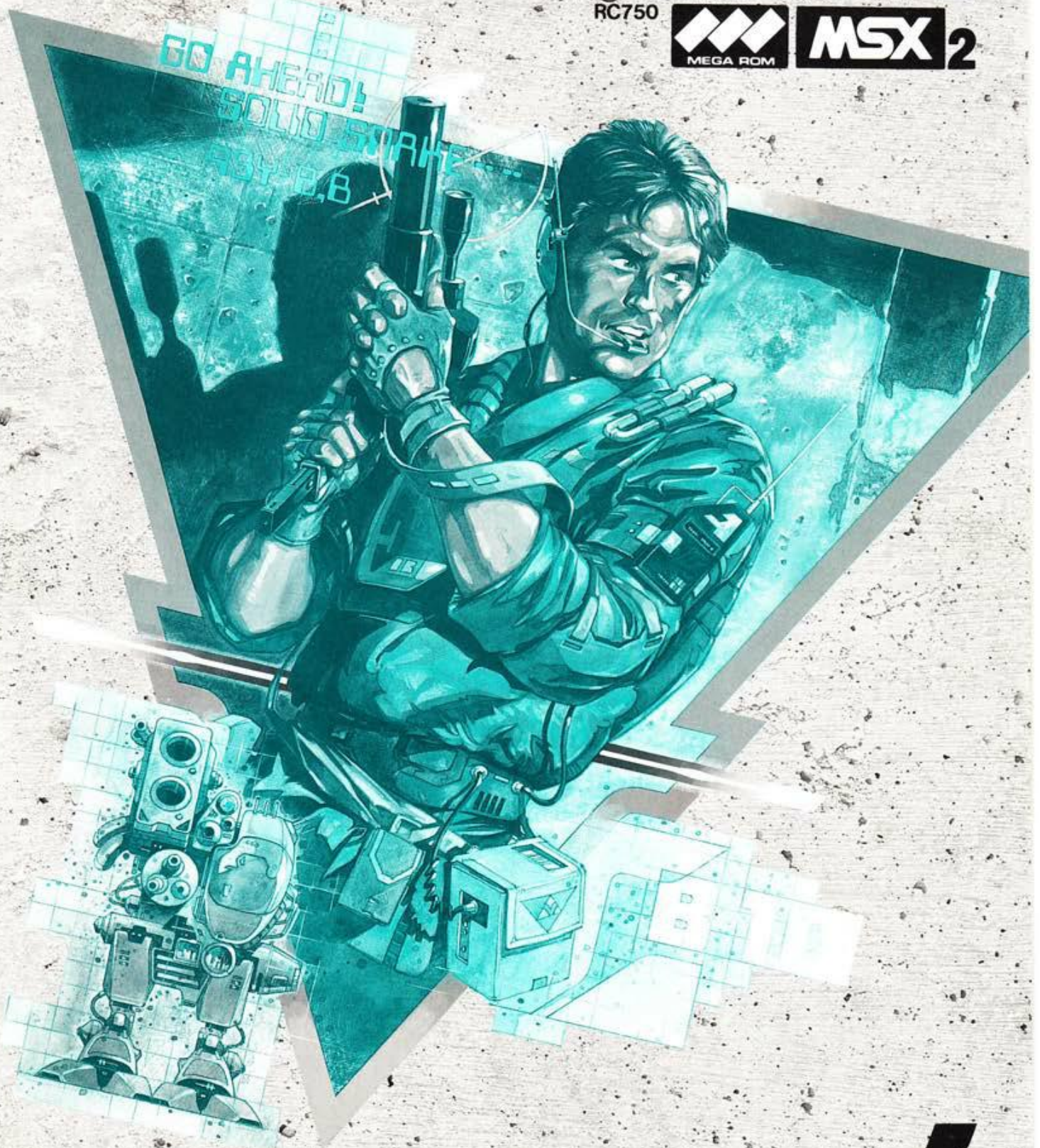


メ タ ル ギ ア

METAL GEAR

© KONAMI 1987 TM
RC750



ユーザース

マニュアル

USER'S MANUAL



KONAMI

METAL GEAR

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Special Force Group

FOX HOUND

In the year
19XX

A special force unit is founded in secret to fight against local rebellions, regional conflicts, and terrorism.

This unit is named "Foxhound".

Foxhound is made up of special agents who sneak single-handedly into "non-official combat" zones that are too politically awkward to intervene through military force. Foxhound agents are trained to complete the various missions required of them in secret, almost like a "modern ninja".

Story

Deep in South Africa, 200 kilometers North of Galzburg, Outer Heaven is born. It is an armed fortress nation that was established in the late 80's by a mercenary who was both a hero and maniac.

Something is happening in Outer Heaven... A massacrificing weapon that could change the world forever is reported to be in development.

Foxhound sends an agent codenamed "Gray Fox" to gather data about this ultimate weapon. However, several days later after his final report being "Metal Gear...", contact with Fox has ceased.



Foxhound is called to duty once again!

This time the intruder is a rookie soldier codenamed "Solid Snake" who joined Foxhound recently. His mission is to find out the whereabouts of Gray Fox, then find proof of this 'Metal Gear' and destroy it. Solid Snake is sent on his first mission with nothing but a wireless radio. Mercenaries from all around the world are said to have gathered in Outer Heaven. Can Snake accomplish his mission?

The voice of commander-in-chief of Foxhound, Big Boss, comes in from the wireless radio. "Snake! This isn't training, this is a real war. I wish you good luck..."

Solid Snake heard the sound of gunfire in his head....

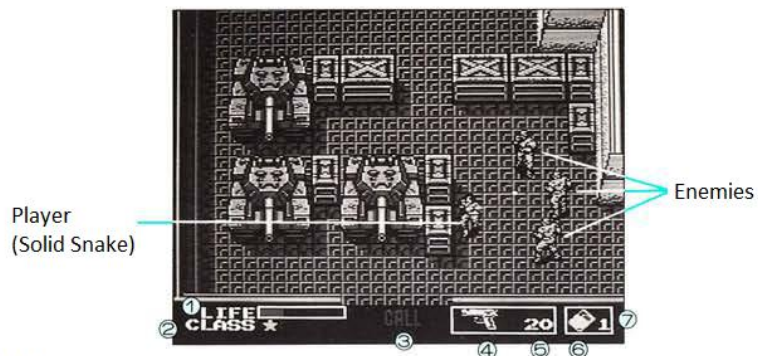
How to play

1. This is a single player game. The keyboard, joystick, directional pad, and analog stick are all usable.
2. Insert the rom cartridge into a PC slot, turn on the power and you are ready. Or insert the PS2/PS3/360 disk and press the power button on the PS2/PS3/360. For the method of connection between the PC and the TV, see the manual of the PC you are using.
3. To start the game push SPACE, shot button, or the Start button when the title screen is displayed.
- 4: Number of lives is set to one. Your life decreases every time he collides with a bullet or enemy. It's game over when the your life reaches zero.
5. Your mission is to find and destroy Metal Gear, the ultimate weapon. Collect information, weapons, and equipment to accomplish this goal and proceed following the game scenario.
6. The guards and various alert networks are located inside the fortress. You should avoid being spotted by the enemy during this mission. When a guard or alert network finds you, Alert mode ensues, and the enemies attack you.
7. These are the two types of Alert modes:
 - 1) Only the enemies in your screen attack. This is when one [!] pops up above an enemy's head.
 - 2) Backup arrives from outside of your current screen to attack you. This is when [!!] pops up above an enemy's head or when you are spotted by a camera or sensor.
8. After being found by the enemy, Sneaking mode is restored if you defeat all the enemies attacking you.
9. You can find weapons and equipment in trucks and arsenals around the base. Some soldiers drop items after defeating them.
10. To open a locked door you need to use the right level card.
11. Use elevators to change floors in a building.
12. If you save some POWs they give you helpful information.
13. Your rank (the stars at the bottom of the screen) is increased every time you rescue a certain amount of prisoners. When your rank is increased, so is your life and the number of weapons and equipment you can hold. However you lose a star if you kill a prisoner. This is very important because to beat the game you need the maximum rank possible so you can hold enough of an item to beat the final boss. Try and save as many POWs as you can find.
14. The transceiver lets you call people to gain information. Calling Big Boss will help you with different things like how to use weapons and equipment.

Note) "Game Master (RC735)" cannot be used with this game.

Note) You can mute the music during the game by pushing F5 when the title screen is displayed. Push F5 again to unmute the music.

Screen Description



Player data

- ① Life : Your life increases every time your rank increases. (This happens up to 4 times.)
- ② Rank (CLASS) : Your rank is indicated by the number of stars you have. (You can have up to 4 stars.)
- ③ Codec (CALL) : The CALL symbol flashes when a call comes in from a codec contact.
- ④ Weapon : Displays the weapon you're using.
- ⑤ Ammo : Displays the amount of ammo you have left for a weapon.
- ⑥ Equipment : Displays the equipment you are currently using.
- ⑦ Card number : Displays the level of the card you are currently using.

Subscreens

F2/L2/LB



WEAPON SELECT
Select a weapon

F3/R2/RB



EQUIPMENT SELECT
Select equipment

F4/Select/Back



CODEC
Call contacts

Controls

Button		Action	
Keyboard/D pad	Joystick/Analog	Outside of Elevator	In Elevator
Up	Up	Move up	Ascend
Down	Down	Move down	Descend
Left	Left	Move left	Move left
Right	Right	Move right	Move right
Space/Square/X	Trigger A/Square/X	Attack (using a weapon) See page 14	---
M/N/O/B	Button B/O/B	Punch	---

(Note 1) You cannot move diagonally.

(Note 2) You attack in the direction you're facing.

Button	Description	
F1/Start	Pause	Temporarily pauses the game. Press again to unpause.
F2/L2/LB	Weapon select	Use cursor key, d pad, or analog stick to select the desired weapon. Press again to return to the game.
F3/R2/RB	Equipment select	Use cursor key, d pad, or analog stick to select the desired equipment. Some equipment can be used in this screen by selecting it and pressing Space, Square, or X.
F4/Select/Menu	Codec	See page 8.
F5	Continue	To continue the game, press this when the "Game Over" music plays.

(Note 3) F1/F2/F3/F4 are not usable when inside an elevator.

(Note 4) Use M, N, O, Trigger B, B, or the Return key to read the next page during conversations with POWs and Codec contacts.

★★★ How to Use the Codec ★★★

The Codec is an item that gives you information to help you advance in the game. If you use it wisely it could become your biggest source for information.

■ Codec Mode

Push F4/Select/Menu to use the codec. Push again to return to the game.



■ Controls

- Switch frequency using left and right.
- Push up to call the frequency.
- Use M, N, O, Trigger B, Return, or B to view the next page of the conversation.

■ How to Use

- ① Calling (SEND) : Use this to call a frequency or contact. Make sure to call the correct frequencies. If you don't call the correct frequency you won't make contact with the person you intend to call. Change the frequency with left and right. Press up to call a frequency. When calling the SEND icon shows and Snake says "This is Solid Snake, your reply please..."

If your call reaches the contact, they will reply.

Note) Even if the frequency is correct, they may not reply to you if they are absent.

- ② Receive (RECV) : If someone calls you, the codec automatically goes to their frequency.

- ③ Call (RECV) : When someone is trying to call you, the CALL symbol pops up at the bottom of the screen and the ringtone plays.
If you push F4/Select/Menu the call is made automatically.

■ Frequency

Finding out frequencies is vital to using the Codec. When you find out a frequency, write it down or else you may forget it.

Note) 1 The ability to call certain people differs depending on your location.

Note) 2 You need the antenna item to communicate in jammed areas.

■ Frequency Table

You can call the following people in the game:

Contact	Frequency 1	Frequency 2	Background
BIG BOSS	120.85	?	Foxhound commander-in-chief. Big Boss gives you various support mainly pertaining to weapon and equipment usage.
SCHNEIDER	?	?	The leader of Outer Heaven's resistance. He knows his way around Outer Heaven and can help you find weapons and equipment.
?	?	?	?
?	?	?	?

Note) Fill in the blank spaces as you play the game.

Characters



SOLID SNAKE

Rookie member of Foxhound who only joined recently. Operation Intrude N313 is his first mission.

DIANE

A member of the resistance. She used to be a singer in a pop/punk band Thin Wall. She uses her female charm to gain intelligence. She knows a lot about the mercenaries of Outer Heaven.



BIG BOSS

The commander-in-chief of Foxhound. After his career in different organizations like The Green Berets, The Columbian Army, and his own PMC during the 70s, MSF, he became Foxhound's commander. He helps Snake understand how to use weapons and equipment.



DR. PETTROVICH MADNAR

A brilliant scientist well known for his work in prosthetics. Him and his daughter Ellen were captured by Outer Heaven while attending a meeting for scientists in the US. Since his capture he is being forced to make weapons while his daughter is held hostage. He's developed TX-11 (Bloody Brad) and the Metal Gear TX-55.



JENNIFER

A resistance member. Jennifer snuck into Outer Heaven claiming to be medical staff to save her brother who was captured by Outer Heaven. She helps you by finding items for you.

GRAY FOX

The man with the codename "Gray Fox". He is considered to be part of Foxhound's best due to his combat ability and intelligence. He is the soldie receiver of the codename "Fox", the highest honour in Foxhound. Contact with Fox was lost after he infiltrated Outer Heaven.

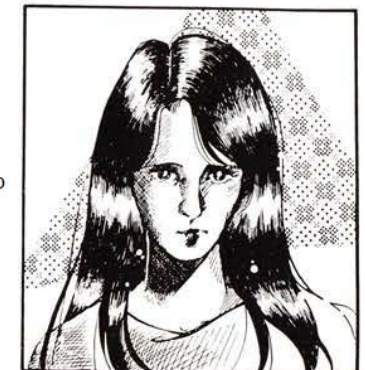


SCHNEIDER

An ex-architectural design engineer who is now the leader of the resistance. Schneider was forced to help design and build Outer Heaven but joined the resistance after his wife and children were killed. He knows a lot about the layout of Outer Heaven.

ELLEN PETTROVICH

Dr. Madnar's only daughter. She used to be a Bolshoi ballet star. She was kidnapped along with her father by Outer Heaven.



Items

(Equipment)

Name	Description
Body armor	Halves damage taken from bullets.
Bomb blast suit	Withstands bombs and strong winds.
Flashlight	Brightens underground passages.
Infrared goggles	Shows sensors (lasers).
Gas mask	Helps you keep your health in rooms full of gas.
Cigarette	Smoking may seriously harm your health.
Mine detector	Shows mines.



Bomb blast suit



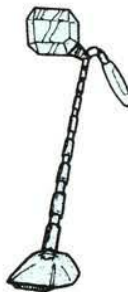
Body armor



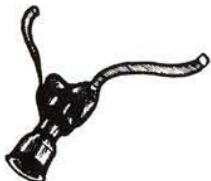
Flashlight



Infrared goggles



Mine detector



Gas mask



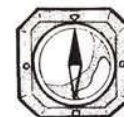
O2 cylinder



Cigarettes



Binoculars



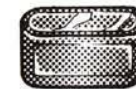
Compass



Antenna



Antidote



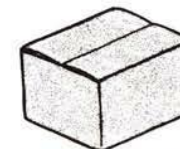
Ration



Parachute



Cards 1-8



Cardboard box





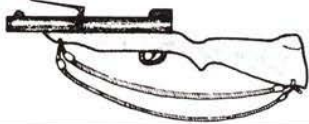

Enemy uniform

Name	Description
Antenna	Lets you use your codec in areas with enemy ECM.
Binoculars	Use cursor key/up/down/left/right to view the adjacent screen. Unusable in small areas.
O2 cylinder	Use when underwater to prevent drowning.
Compass	Lets you traverse deserts.
Parachute	Allows you to jump from a roof to enter a new area.
Antidote	Cures poisoning.
Ration	Recovers health.
Enemy uniform	?
Cardboard box	?
Cards 1-8	Opens locked doors.


(Weapon)


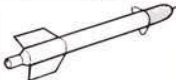

Foxhound procedure is that operatives start infiltration missions 'naked'. In other words, weapons are procured on site. You start out the game with no weapons so you'll have to find them around Outer Heaven. Until then you can punch enemies.

Guns

	<p>Handgun (Beretta M92F) Shoots one bullet for one pull of the trigger (press of the weapon button). Silencer equippable</p>
	<p>Submachine gun (Ingram MAC-11) Automatic fire if trigger is held down (weapon button is held). Silencer equippable</p>
	<p>Grenade launcher (M79) Fires grenades.</p>
	<p>Rocket Launcher (RPG7V) Launches powerful rockets. (You have to earn this weapon.)</p>

Note: Each weapon has limited ammo.

	Silencer	Can be attached to handgun or submachine gun. Suppresses shot sounds.
---	----------	---


	Plastic bomb	This item explodes after a timer goes off. Only one can be set a screen.
	Remote controlled missile	This missile can be controlled with the up/down/left/right/cursor key. You cannot move when controlling the missile.
	Land mine	Three mines can be set a screen.

☆☆☆ **Outer Heaven** ☆☆☆

The mercs who guard Outer Heaven!

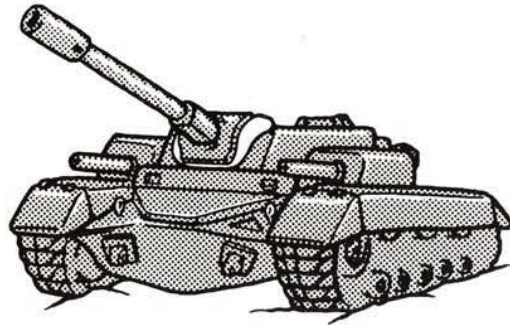


▶ **OUTER HEAVEN** ◀

N A M E	
Shotmaker	Former member of Spetsnaz and a master of riot guns. He is the warden of the solitary cell.
Machinegun Kid	Uses a machinegun. Former SAS (Special Air Service) commando.
Bloody Brad	Official name, TX-11. Bloody Brad is a cyborg duo developed by Dr. Madnar in Outer Heaven. He has a nearly invincible body.
Fire Trooper	Ex-GSG9 (Grenzschutzgruppe 9) commando. Handles a flamethrower as if it were as light as a rifle.
Dirty Duck	A former leader of Egg Plant, an extremist terrorist group. He attacks with boomerangs and uses hostages as shields.
	The boss of Outer Heaven. The legendary mercenary who established Outer Heaven in the late 80's. Nobody knows who he is.

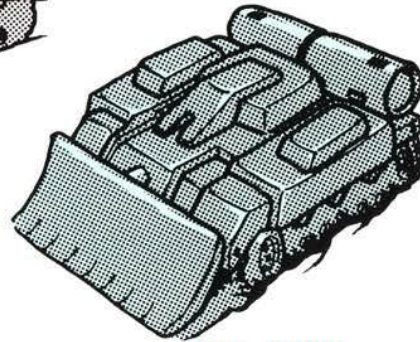


Big weapons!



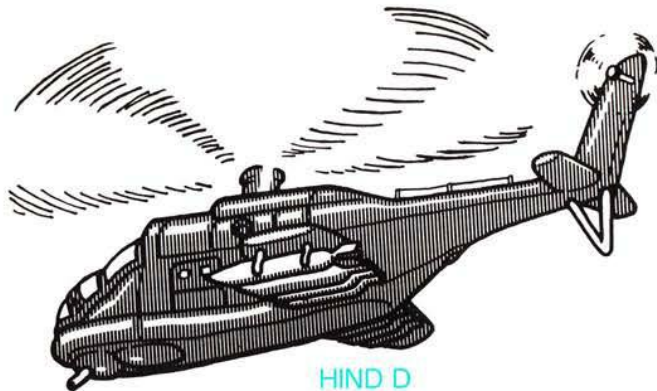
TANK

Outer Heaven's MBT. Equipped with a 125 mm gun and two 7.62 mm machineguns on the sides.



BULL TANK

A large bulldozer tank.



HIND D

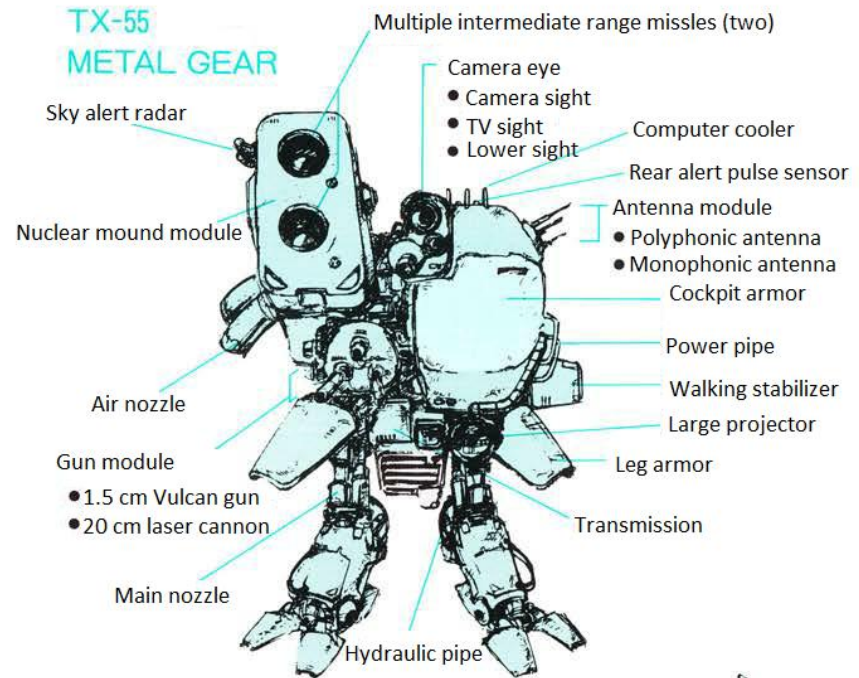
Large attack helicopter mounted with a 20 mm electric cannon (can fire 4,000 rounds per minute).

Metal Gear!



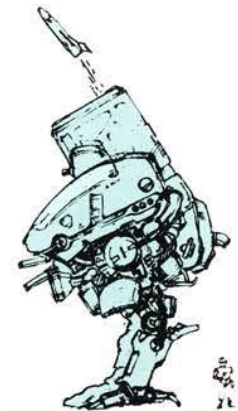
"Metal Gear is a nuclear armed bipedal tank that can adapt to any terrain. When it's complete it will enable nuclear attacks from any location on earth."

- Gray Fox



METAL GEAR DATA

Crew :	1
Weight(tons) :	20.5
Length(metres) :	3.25
Width(metres) :	2.75
Height(metres) :	6.05
Speed(km/h) :	50
Armament :	1.5 ^{cm} Vulcan gun (two) 20cm laser cannon
Engine :	Unknown
Armour(mm) :	30~110mm Tungsten armor + special heat resistant ceramic



When launching a missile, TX-55 extends a stabilizing leg from its rear and secures itself to the ground to conduct accurate nuclear launching.

Game Continue

Push F5 when you get a Game Over to continue playing the game.

Be aware that the player status (including rank, weapons, equipment) are recorded when leaving elevators and act as the limited number of checkpoints in the game. This means that the game resumes from the last checkpoint (elevator) you crossed when continuing from a Game Over.

Game Save/Load

During this game you can save your progress and continue playing from the point you stopped at a later time.

(1) Preparation

Connect a data recorder to the MSX2 computer you are using. (For the connection method, refer to the MSX2 PC manual or the data recorder manual.)

(2) Game Save

- ① Press F1 to pause the game.
- ② Push F5
- ③ When the "ENTER FILE NAME" message appears on screen enter an arbitrary file name using the keyboard. The characters that can be entered are limited to alphanumeric and up to six characters. Use the BS key to delete a character.
- ④ Insert a cassette tape into the data recorder, then push the "REC" button.
- ⑤ Push the MSX2 Return key. The "SAVING" message should appear.
- ⑥ When the game finishes saving the message "VERIFY? YES Y/NO N" will appear. Push Y to verify and N to omit.
Note: To "verify" is to check whether the save was properly performed or not.
- ⑦ If you pressed N the message "RETRY YES Y/NO N" will appear. If you want to save again, push Y, then the game should save again. Push N to return to the pause screen.
Nots: The retry prompt is also displayed when an error occurs during a save or load.

To save/load data on the PS2/PS3/360/VITA versions of the game, pause the game with Start, then find the "SAVE" or "LOAD" option and click it.

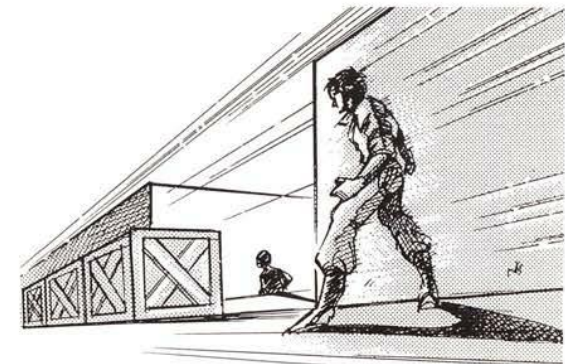
- ⑧ To verify, rewind the cassette tape to the point where you began saving, then push the playback (PLAY) button on the data recorder.
- ⑨ Push Y then the "VERIFYING" message should appear.
- ⑩ "VERIFY SUCCESS" is displayed if the save was proper. "VERIFY ERROR" shows if the save was improper. Save again if the "VERIFY ERROR" message was shown.
- ⑪ After you finish verifying, a "RETRY? YES Y/NO N" message appears. To save again, push Y to restart from step (6). Push N to return to the pause screen.
- ⑫ Push F1 to leave the pause screen and return to the game.

(3) Game Load

- ① While playing the game, press F1 to enter the pause screen.
- ② Push F4.
- ③ When "INPUT FILE NAME" appears on screen enter the save file name using the keyboard.
- ④ Insert a cassette tape into the data recorder, then push the Return key.
- ⑤ Push the playback (PLAY) button on the data recorder.
- ⑥ When the specified file is found, the "SKIP 'filename'" message should appear.
- ⑦ The game screen should automatically open when the load is complete.

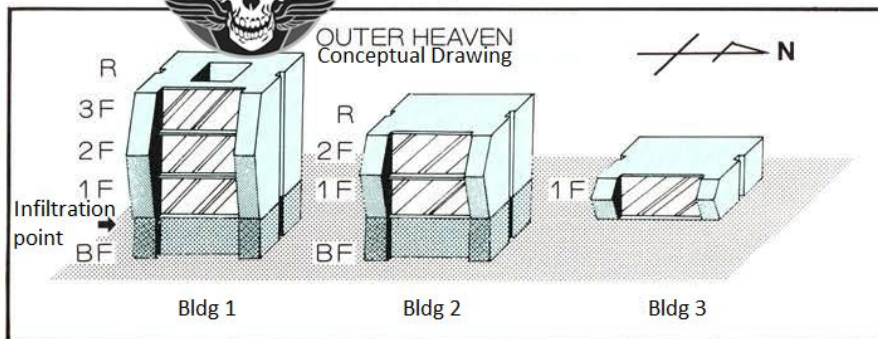
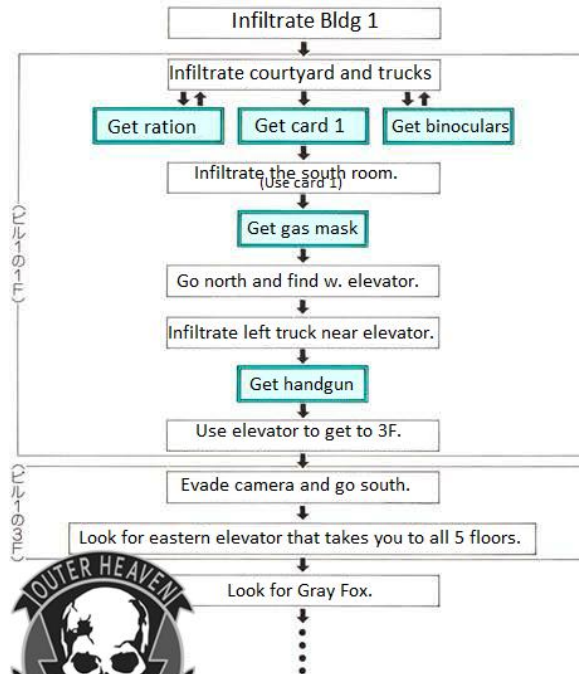
(4) Operation Cautions

- ① The statuses at the point of resuming the game are handled in the same manner as the continue option during Game Overs.
- ② Push the CTRL key and STOP key simultaneously to abort a data save/load in the middle of saving/loading. After doing so, you can try saving/loading again from procedure 7/3.
- ③ Push the ESC key to abort entering a file name and return to the game screen.
- ④ Use a data recorder dedicated to saving/loading data. An audio tape is usable, but not guaranteed to work.



Confidential Chart

This is Big Boss. Gray Fox made the following flowchart before we lost trace of him. Follow this chart when infiltrating Outer Heaven. This chart is incomplete so what follows after it is up to you, Snake. Good luck.
...Over.



Techniques

- You are an intruder. You should try not to be found by guards, cameras, or sensors.
- You should try and check enemy positions using the binoculars prior to moving screens.
- The back of a guard is his dead angle. Sneak from behind him and punch him.
- If you use a gun you'll be spotted by the sound of the shot. Find the silencer as fast as possible.
- Big Boss gives various types of advice. Contact him using the Codec when something happens.
- Always keep rations, ammo, and explosives at the max limit.
- Your first goal is to find Gray Fox's whereabouts.
- Make clever use of checkpoints.





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