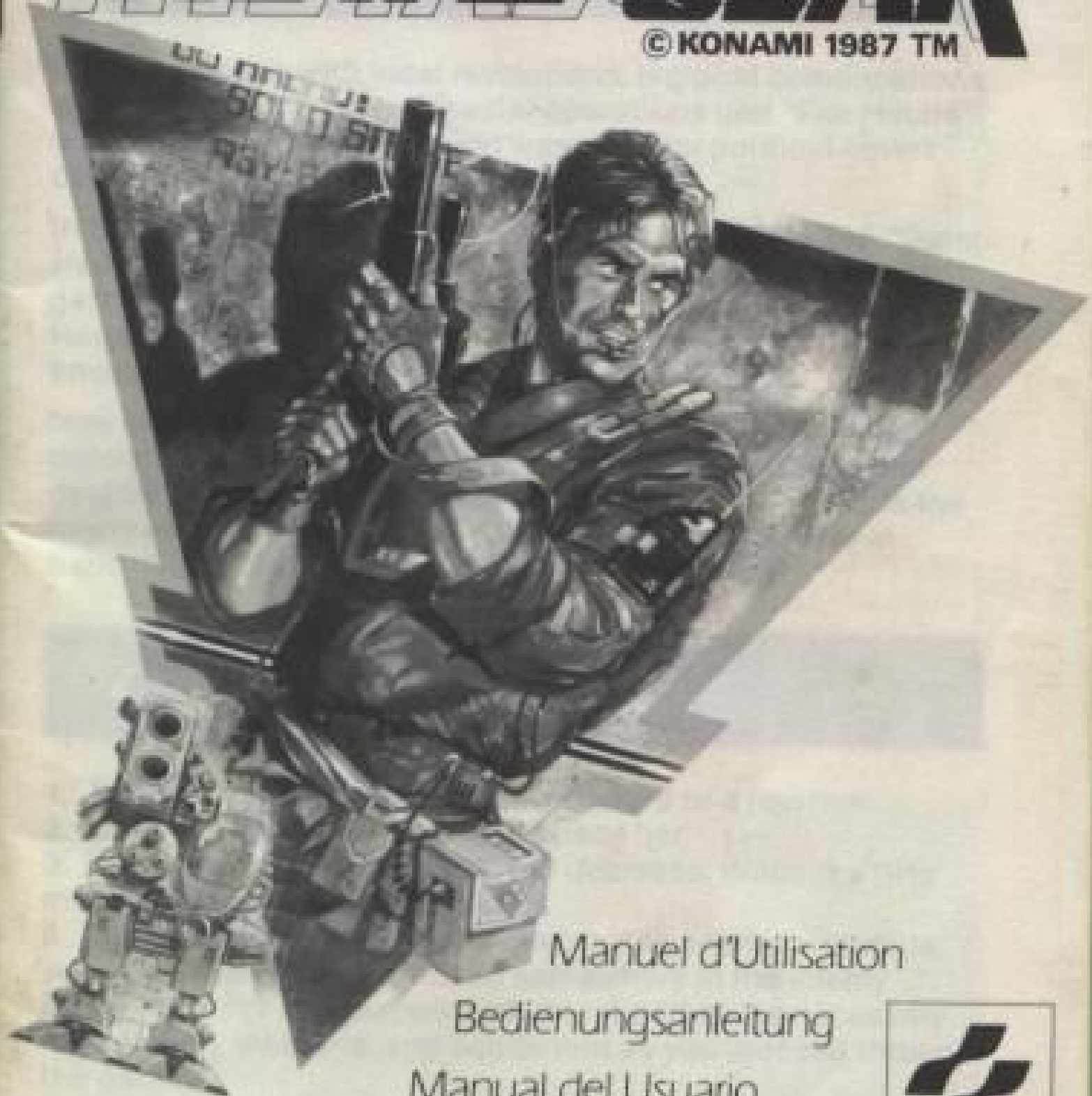# METAL GEAR

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Manuel d'Utilisation

Bedienungsanleitung

Manual del Usuario

User's Manual

KONAMI
RC 750

MSX

1. The Story

In order to cope with local revolutions, regional complications, and terrorist activities, a special operations unit "Fox Hound" was secretly created. The unit was used for political covert operations.

In South Africa, there is a heavily armed country called "Outer Heaven", that has developed an ultimate weapon. In order to gather information about that weapon, a member of "Fox Hound", "Grey Fox" was dispatched. However, upon encountering "Metal Gear", all contact was lost.

Now orders are once again issued to "Fox Hound"! These orders are to trace Grey Fox's disappearance and seek and destroy "Metal Gear". The one to carry out these orders is the newly recruited "Solid Snake"! With only a transceiver in hand, "Solid Snake" sets out on his first mission.

2. Game Play

1. This is a 1 player game. Use a keyboard or a joystick.
2. Start game with fire button or space bar.
3. When you are hit your "life" will decrease. When the "life" meter reaches 0, the game is over.
4. Your mission is to seek and destroy the enemy's ultimate weapon, "Metal Gear" situated somewhere in the enemy stronghold. For this purpose, you must gather the necessary information, weapons, and equipment as you proceed through the game.
5. In the enemy stronghold there are numerous guards and elaborate alarms. You must try to proceed without being discovered by the enemy. If you are seen or trigger the alarm

network, the game will go into "alarm" mode.

6. When discovered by the enemy, if a certain number of enemies are destroyed, the game will return to the "sneak" mode.

7. Weapons and equipment can be found on enemies, trucks and weapon storehouses. Search them out and use them. Also guards may be carrying certain items.

8. In order to open the doors to the rooms, a card with the matching number to the door is necessary.

9. Going to different floors is achieved by using the elevator.

10. If a prisoner is rescued, he will give you certain information.

11. When you rescue a certain number of prisoners, you will be promoted. As rank increases, your maximum life will increase, the limit for weapons and equipment will also increase. On the other hand, if prisoners are killed, you will be demoted.
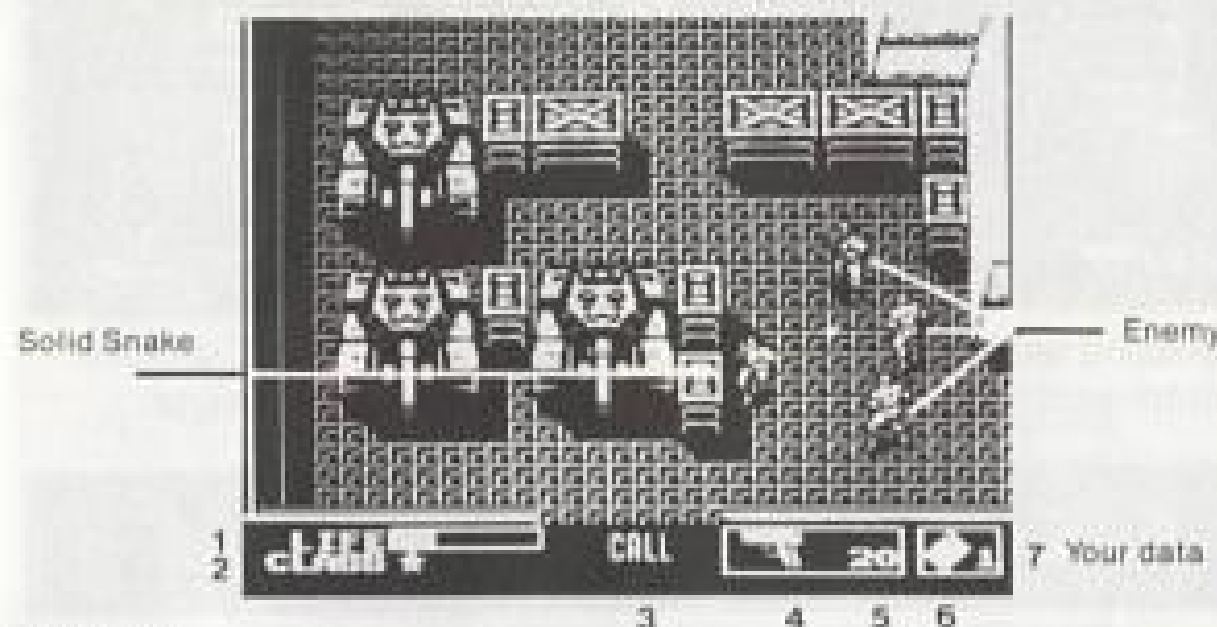
12. The transceiver will give you various information. The "Big Boss" will be in contact with you constantly throughout the game with advice on your mission.

Note: The "GAMES MASTER" cannot be used with this game.

Outer Heaven General Diagram

Entrance point

Building 1   Building 2   Building 3

3. The Screen

Solid Snake

Enemy
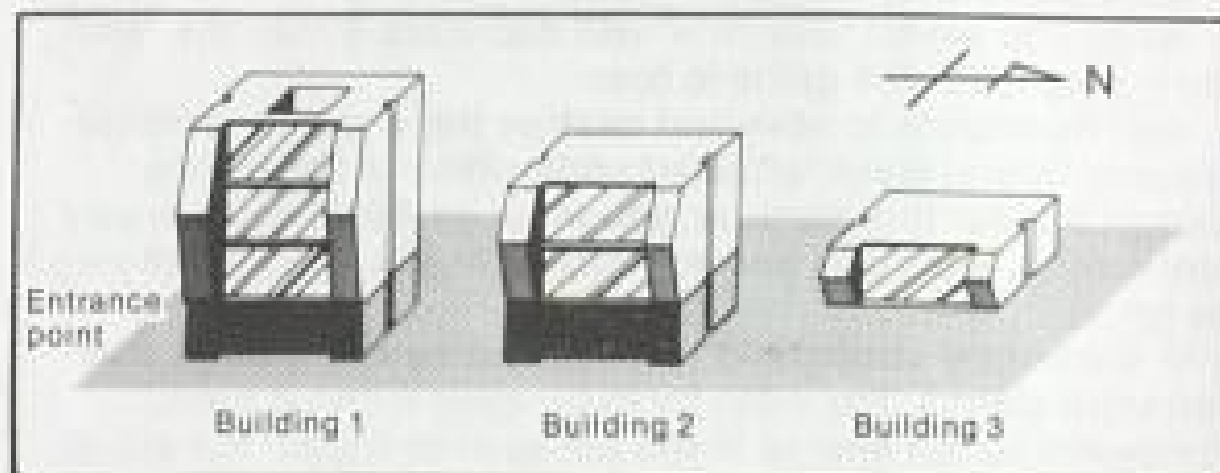
Your data

Player data

1. Your life: You are killed if reaches 0. MAX is increased when rank is promoted.

2. Rank: your rank. Shown by the number of stars. (4 levels)

★ ▶ ★ ★ ▶ ★ ★ ★ ▶ ★ ★ ★
(start)

3. Transceiver call: When there is a call for you the "Call" sign will blink.

4. Weapon: Shows what weapon you are using.

5. Ammunition: Shows the number of shots left.
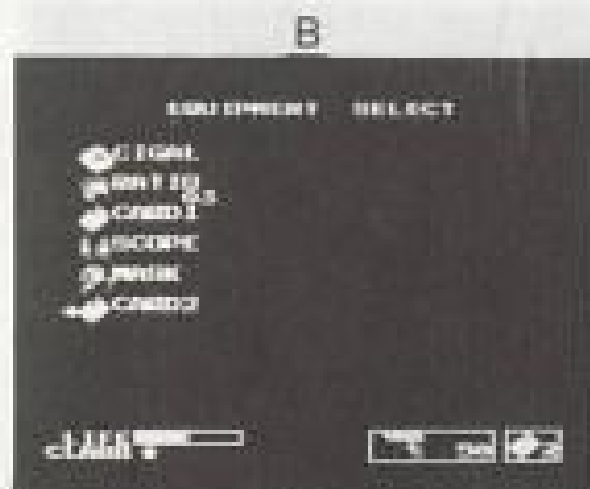
6. Equipment: Displays the equipment being used.

7. Card number: Shows the card's number.

OPTION SCREEN

A

Selected with F2
Weapon Select

2

B

Selected with F3 Card Equipment Select

C

Selected with F4 Contents of Transceiver message

4. Controls

Controls		Movement	
Keyboard	Joystick	Floor	Elevator
↑	up	up	up
↓	down	down	down
←	left	left	left
→	right	right	right
SPACE	button A	Attack (weapon)	—
M or N	button B	Punch	—

(Note 1) Diagonal movement is not possible.
(Note 2) Attack direction is determined by your movement direction.

Keyboard		Description
F1	Pause	Pauses and resumes play.
F2	Weapon mode	Use cursor key to move cursor to select the desired weapon and press F2 key to return to the game.
F3	Equip. mode	Use cursor key to move the cursor and select the desired equipment. There are certain items that require the space bar or trigger button to be pressed.
F4	Transceiver mode	See below
F5	Continue	If selected while the "Game Over" music is being played, the game can be continued.

(Note 3) F1, F2, F3, and F4 cannot be used in the elevator.
(Note 4) Viewing the next page when conversing with the prisoners and the transceiver is done by pressing the M or N key, (or button B) and the ↵ return key.

5. Transceiver

The transceiver will give you support thoughout the game. Depending on how it is used, it can be the most useful source of information in the game. Use it after you fully understand how to operate it.

● TRANSCEIVER MODE
Pressing F4 key for transceiver mode. Press again to return you to the game.
1 Signal meter   2 Transmission lamp   3 Reception lamp
4 Frequency counter   5 Photo   6 Solid Snake   7 Conversation
OPERATION
• Adjusting the frequency is done via the left and right keys.
• When the ↑ key is pressed, it will send once.

TRANSCEIVER

THIS IS SOLID SNAKE...
YOUR REPLY,PLEASE.

LIFE
CLASS ★

- To see the next page of the conversation, press either the M or N key (or button B) and the ↵ return key.

● Use

(1) Transmission (SEND)
Used to call the receiver. However, if the frequency is not properly adjusted, the person will not get any message. The frequency is adjusted with the left and right arrow keys and the ↑ key is used to send. When the receiver gets the call, a response will be sent.

(2) Reception (RECV)
Used to receive messages. If the frequency is properly adjusted, the message will automatically come through. There is no need to SEND after receiving a message.

(3) CALL
When there is a call from a sender, the Call sign will blink and the Call tone will sound. By pressing the F4 key to enter the transceiver mode, the message will automatically be received.

6. Weapons

You start with no weapons. Weapons must be found in the enemy fortress. Until you obtain weapons your only attack is punching.

Guns

	Hand gun (Baretta M92F) Small Gun. Shoots one shot at a time. A silencer may be attached.
	Submachine gun (Ingramm MAC-11) A semi automatic SM. Continuous fire. A silencer may be attached.
	Grenade launcher (M79) Used to fire grenades.
	Rocket launcher (RPG7V) Used to fire rockets. (A certain procedure is required to obtain this).

Note: The number of shots are limited for each.

Options

	Silencer	Can be attached to a hand gun or submachine gun.

Note: Automatically attached when obtained.

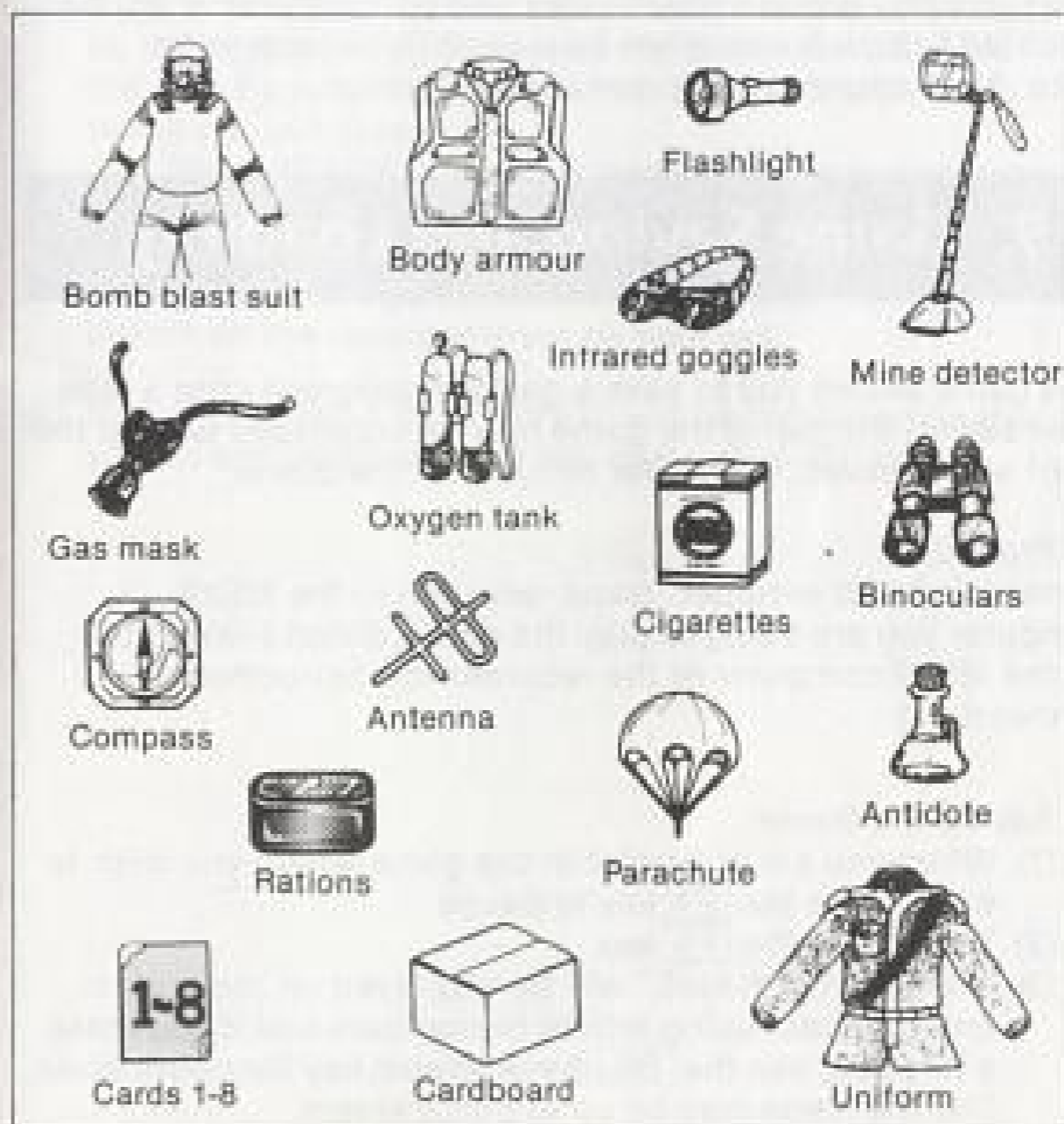Explosives

	Plastic explosive	Explodes with timer when set. One can be set on each screen.
	Remote control missile	Can be controlled with cursor keys. You cannot move while controlling the missile
	Mine	You may set these mines. Up to 3 are allowed on each screen.

Note: All are limited in number depending on the player's rank.

7. Equipment

Item	Description
Body armor	Damage from the enemy fire is reduce by half.
Bomb blast suit	Protective suit to shield from explosions.
Flashlight	Used to see in underground passages.
Infrared goggles	Used to detect infrared sensors.
Gas mask	Necessary in gassed areas.
Cigarettes	Smoking is hazardous to your health.
Mine detector	This will allow you to discover mine positions.
Antenna	This will allow you to use your transceiver even where there are enemy jammers.
Binoculars	This will allow you to see one screen ahead with the cursor key. However, it cannot be used when in a room.
Oxygen tank	Keeps you alive underwater.
Compass	Allows you to travel through deserts.
Parachute	Allows you to get down from the roof.
Antidote	Saves you from poison.
Rations	Restores life units for each one consumed.

Item	Description
Uniform	?
Cardboard	?
Cards 1-8	Opens doors. Note: The card must correspond to the door to be opened.

Bomb blast suit

Body armour

Flashlight

Gas mask

Oxygen tank

Infrared goggles

Mine detector

Cigarettes

Binoculars

Compass

Antenna

Rations

Parachute

Antidote

Cards 1-8

Cardboard

Uniform

8. Continuing the Game

When the game is over, pressing the F5 key will allow you to continue the game. However, your status (CLASS, WEAPONS, EQUIPMENT, etc.,) is recorded only after passing through certain check points. For this reason you will start from the most recently passed check point and your condition will be adjusted to how it was when he was at this check point.
Note: An example check point is the elevator.

9. Game Saving and Loading

This game allows you to save a game in progress onto a tape. After saving the game, the game may be continued later at the point where saved, even after turning off the power.

(1) Procedure
Connect a "data recorder" (tape recorder) to the MSX2 computer you are using to play the game. (Read the manual for the MSX2 computer or the recorder for instruction on connection.)

(2) Saving the Game
   (1) When you are at a point in the game where you wish to save, press the F1 key to pause.
   (2) Then press the F5 key.
   (3) "INPUT FILE NAME" will be displayed on the screen. Enter a name using letters or numbers and if you make a mistake, use the BS (back space) key for corrections. The file name may be up to 6 characters.

(4) Place a cassette tape into the recorder and press the record (REC) button.
(5) Press the return key on the computer and the message "SAVING" should be displayed on the screen.
(6) After saving is complete, the message "VERIFY? YES Y/NO N" will be displayed on the screen. If you wish to verify the save, press Y , if not press N .
   Note: Verify checks whether or not the game has been properly saved.
(7) If N is pressed, "RETRY YES Y/N NO" will be displayed on the screen. If Y is pressed the computer will save the game again. If N is pressed, the game will return to the paused screen.
   Note: RETRY will also appear when there has been an error when saving or loading a game.
(8) In order to verify, the tape must be rewound to the position that the game was saved and then the (PLAY) button on the recorder must be pressed.

(9) If Y is pressed, "VERIFYING" will be displayed on the screen and verification of the game save will begin.