



SNK PLAYMORE USA, P.O. BOX 1140, Wall, NJ 07719

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<http://www.replacementdocs.com>

Wii™

# METAL SLUG™

## ANTHOLOGY



INSTRUCTION BOOKLET

**PLEASE CAREFULLY READ THE WII™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR WII HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **⚠ WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition, should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:
  - Convulsions      Eye or muscle twitching      Altered vision
  - Loss of awareness      Involuntary movements      Disorientation
- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

### **⚠ WARNING - Repetitive Motion Injuries and Eyestrain**

Playing videogames can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

### **⚠ WARNING - Motion Sickness**

Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

### **IMPORTANT LEGAL INFORMATION**

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.



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# METAL SLUG™

## ANTHOLOGY

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#### A special message from SNK PLAYMORE

Thank you for buying METAL SLUG Anthology. We are very proud to bring you this collection, which consists of 10 years of METAL SLUG. From the games themselves to soundtracks and rare artwork, we're sure you're going to agree this is the most complete collection ever made of one of the greatest arcade games ever made. Be sure to read this instruction manual thoroughly before you start playing. We don't want you to miss a thing.

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Please note: METAL SLUG Anthology was under development at the time this manual was written. The game contents are subject to change without any notice.



## THE HISTORY OF METAL SLUG

In 1996 an arcade legend was born with the release of **METAL SLUG** Super Vehicle 001 on the NEO-GEO MVS arcade system. The military themed side-scrolling platform game known for its sense of humor and hilarious cartoon style, mixed with extremely fluid hand-drawn animation and fast paced two-player action proved popular to a decidedly wide audience. Based on this success SNK would go on to develop and publish seven more **METAL SLUG** sequels.

Fast-forward 10 years and the worldwide popularity of the franchise has seen many iterations across multiple platforms through the years. From Arcade to home consoles to hand-held video game systems and now the Wii™, **METAL SLUG** has made an impression on gamers that will last a lifetime. We even bet you can still find an original **METAL SLUG** arcade unit in a local pizza shop or any other place that still has arcade games.

### METAL SLUG - Discography

*Note: Although a game is noted it may not have been released in a specific territory.*

#### Arcade & Console

- 1996 – Metal Slug: Super Vehicle 001
- 1998 – Metal Slug 2
- 1999 – Metal Slug X
- 2000 – Metal Slug 3
- 2002 – Metal Slug 4
- 2003 – Metal Slug 5
- 2006 – Metal Slug 6
- 2006 – Metal Slug (3D)
- 2006 – Metal Slug Anthology

#### NEO-GEO Pocket Color

- 1999 – Metal Slug: 1st Mission
- 2000 – Metal Slug: 2nd Mission

#### Game Boy Advance

- 2004 – Metal Slug Advance

#### Mobile

- 2004 – Metal Slug Mobile
- 2004 – Metal Slug STG
- 2005 – Metal Slug Mobile: Impact
- 2005 – Metal Slug: Alien's Battle Chronicles (Part 1)
- 2005 – Metal Slug Survivors

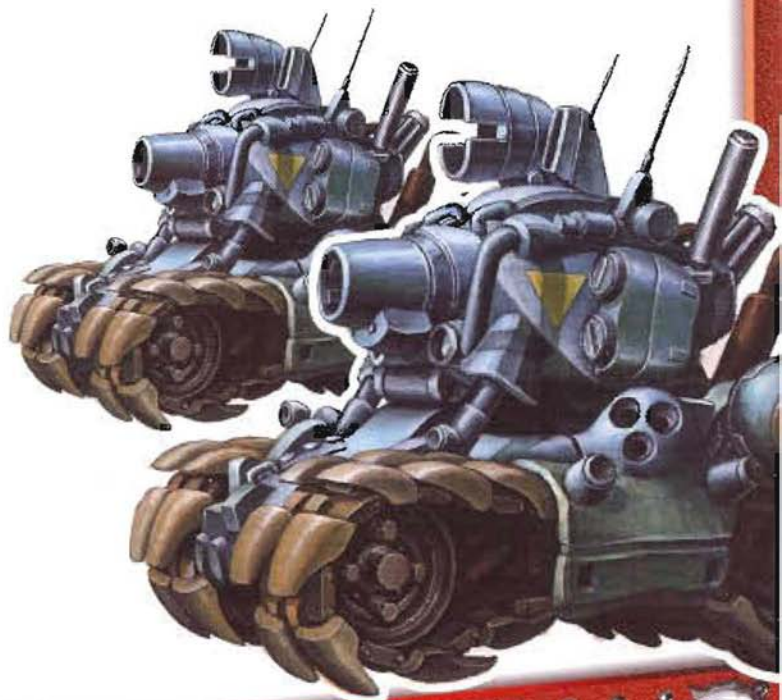


## BEGINNING THE GAME

Press the **+** Button at any time to bypass the opening cinematic to access the Main Menu. From this menu you will be able to scroll through and select a **METAL SLUG** game to play. (**METAL SLUG** 1, 2, X, 3, 4, 5, 6) access the Gallery of unlocked items or customize your game in **Game Options**.

Use the **←** and **→** +Control Pad to cycle through the entire **METAL SLUG** Anthology list of games. Select a game by pressing the **A** Button. Once you've selected a game, now choose between loading a saved game or start a new game. Press the **+** Button to begin the game.

*Note: To start a two-player game at any time during a single-player game, player 2 must press the **+** Button to join.*



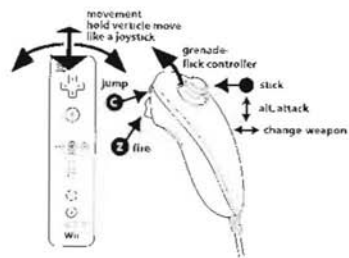


## Wii-EXCLUSIVE CONTROLS

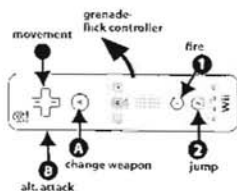
*Notes: Please see the Control Options in Game Options to choose your Controller configuration*

**+** ..... Starts the game  
**-** ..... Calls up the Pause Menu

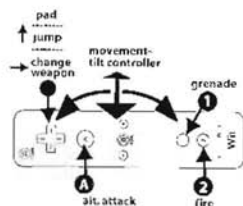
### Arcade Configuration



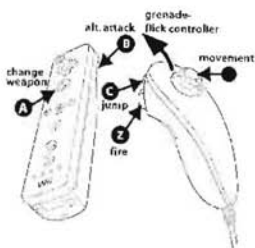
### Wii Remote Configuration



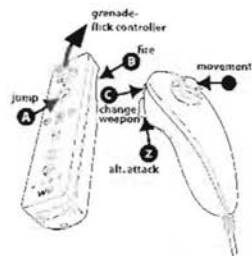
### Tilt Wii Remote Configuration



### Nunchuk Only



### Nunchuk Control Stick



## NINTENDO GAMECUBE™ STYLE DEFAULT CONTROLS

**+Control Pad** ..... moves your character  
**A Button** ..... Jump / confirm selections  
**B Button** ..... Shoot / attack  
**X Button** ..... Throws grenades / cancel selections  
**Y Button** ..... METAL SLUG attack (METAL SLUG 4,5,6 only)  
**Z Button** ..... Pause  
**L Button** ..... Not used  
**R Button** ..... Not used  
**A + B Button** ..... METAL SLUG attack (METAL SLUG 1,2,X,3 only)

### Additional controls only for METAL SLUG 6

**L Button** ..... Switch Weapon  
**X+Y Button** ..... Throw your currently equipped weapon  
*Note: Must have at least the default amount of ammo your character gets from a weapon power-up*  
**B+Y Button** ..... Use alternate melee attack  
**B+Y+Up on the +Control Pad** ..... Use alternate melee attack (Clark and Ralf only)





## THE GAME SCREEN



1. **Character Panel** ... Displays face of character in use
2. **Slug Gauge** ... Shows the health status of your acquired Slug vehicle. Also used to countdown the time remaining in combos in METAL SLUG 4.
3. **Explosives Stock** ... Displays the number of remaining grenades and shells.
4. **Ammo Stock** ... Displays the remaining amount of ammo. For the handgun, the symbol of infinity  $\infty$  is displayed.
5. **Hostage Count** ... Displays the number of hostages rescued
6. **Weapons Powerup** ... Pickup item to increase/change weapons
7. **Time** ... Displays the remaining time left to complete the level
8. **Score** ... Displays your score for the current level
9. **Medals** ... Shows the number of medals you've recovered (METAL SLUG 4 only)
10. **Remaining Credits** ... Shows the number of continues remaining (you will have 3 tries before 1 credit is used)



## PAUSE MENU

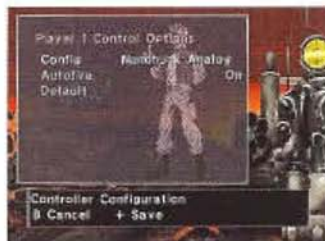
At any time during the gameplay you can pause the action by pressing the **-** Button. Use the **←** and **→** Control Pad to adjust the settings and press the **+** Button to save. You will then be asked if you would like to save these settings in your profile.

- Resume Game ..... Resume gameplay
- Game Options ..... Open the Game Options Menu
- Save Game ..... Save your current game
- Return to Main Menu ..... Exit the current game and return to the Main Menu

*Note:* For "Nintendo GameCube" controller use Z Button to pause.



## GAME OPTIONS



Access the Options Menu from the Main Menu to customize your METAL SLUG Anthology experience. Use the **↑** and **↓** Control Pad to select an item and the **A** Button to enter. Also use the **+** Button to save your selections and the **B** Button to cancel.

- ✕ **Control Options:** Go here to customize the layout of your controller and to turn Autofire on/off
- ✕ **Audio Options:** Adjust the volume level of the music and sound effects
- ✕ **Profile Options:** Go here to save and adjust your personal profile settings:



- **High Scores** - keeps track of your high scores in every METAL SLUG game
- **Difficulty** - Change the difficulty level (Easy, Normal, Hard) \*The number of continues or "credits" is based on your selected difficulty level. The higher the difficulty, the fewer number of continues you will have.  
Easy - 30 Credits    Normal - 20 Credits    Hard - 10 Credits
- **Continues** - Choose between Unlimited or Limited continues. Okay...so you think you've got the "right stuff"? Choose "Limited" and see if you can beat the game with a set number of lives. Special bonus items await the true METAL SLUG champion
- **Default Profile Options** - Returns your profile to its default settings
- **Reset Profile** - Resets your profile. All progress and unlocked items will be lost

*Note:* The Difficulty settings defined in the Profile do not affect METAL SLUG 5.

*Note:* Since you have "better" a game, you can replay that game at any time. Why would you do this?

*Note:* So you can try to defeat the game on a higher difficulty level to get more medals.

*Note:* For "Nintendo GameCube" controller use Z Button to save.





## METAL SLUG GALLERY



Welcome to the **METAL SLUG** Gallery. The most complete collection of **METAL SLUG** memorabilia in the world. Redeem tokens you have acquired to unlock items such as **METAL SLUG** soundtracks, skins, concept art and a text commentary. The Gallery will also keep a running total of your available tokens.

### TOKEN SYSTEM

Tokens will be awarded at the completion of each game. The number of tokens received is based on your chosen level of difficulty. The higher the difficulty the more tokens you will receive. Redeem these tokens at the **METAL SLUG** Gallery. Selected difficulty:

- **Easy** – Completing a game at this difficulty awards you 3 tokens
- **Normal** – Completing a game at this difficulty awards you 4 tokens
- **Hard** – Completing a game at this difficulty awards you 5 tokens



## GAME OVERVIEW

### METAL SLUG

**Story:** At the beginning of the 21st Century, two military groups known as the Regular Army and the Rebellion are at war. The Regular Army is a government-run military force used for various tasks such as peacekeeping and fending off terrorism. The Rebellion is formed by a group of people whose wishes are to change the world-government into a military controlled one. In 2026, the Rebellion Army launches an assault that pushes the Regular Army forces into the brink of destruction. No one expected this except for the Rebels who came up with these plans. The fault was mostly in the hands of the Regular Army commanding officers, who failed to realize the value of information that the Regular Army intelligence division had provided. With superior numbers of troops and weapons, the Rebels overwhelmed the Regular Army in all aspects. Seeing their disadvantage to carry out direct attacks against the Rebellion, the Regular Army then decided to carry out numerous special operations and create certain vehicles to accompany their commandos. Not long after, a newly designed tank, code named "Metal Slug," was forced into production. The war went on for two years. During those two years, the Regular Army has been stockpiling the "Metal Slug" tanks in their caches with hopes to launch a massive assault against the Rebels and end the war. Things went well until 2028. The Rebellion forces found out and captured many of the caches, along with many of the tanks in them intact. Without those tanks the Regular Army could not even hope to win. And with those tanks under the Rebel control, it was just a matter of time until their demise. With the government and the military in shambles, Lieutenant Rossi gathers up most of the scattered Regular Army

### METAL SLUG 2

**Story:** General Morden, the antagonist from the first game is back once more with his army, bent on taking over the world. It is up to the Peregrine Falcon squad to once again save the day, who are now joined by two new female characters: Eri and Fio. As the levels unfold, it turns out that Morden made a pact with the Devil when he made an alliance with aliens to help facilitate his domination plans. Eventually the tables are turned when Morden comes under attack. An ad-hoc alliance is formed between the Peregrine Falcon squad to combat the greater alien threat.

**Characters:** Marco Rossi, Tarma Roving, Eri Kasamoto and Fio Germi



troops he can muster to launch a desperate counterattack. Their mission objective: recapture the stolen vehicles and use them to destroy the opposition. If the vehicles can't be captured, then destroy every last one of them.

**Characters:** Marco Rossi and Tarma Roving





## GAME OVERVIEW



## METAL SLUG X

**Story:** Originally released to improve upon some technical issues found in Metal Slug 2, this update also implemented several changes to beef up the gameplay, such as new enemies, a different end boss layout and a number of new weapons and secrets. The result is a better game and one of the finest chapters in this series.

**Characters:** Marco Rossi, Tarma Roving, Eri Kasamoto and Fio Germi

## METAL SLUG 3

**Story:** The rebellion orchestrated by General Morden to bring about a new global regime is now ancient history. Order and peace have returned to the world. Secretly, Morden was brought back into power and was attempting another Coup d'état, but government forces got wind of the plot beforehand and pre-empted the impending assault with a blitz attack.

Marco and Tarma, of the Peregrine Falcon Strike Force and instrumental in quashing Morden's rebel forces in the past, are ordered to lead the team (after their earlier requests for resignation were denied). As General Morden is beaten, the government forces discover that this was not the real General Morden but an imposter.

Although General Morden has been written off as "missing" and his followers have hidden themselves throughout the world, Marco and Tarma's orders are to destroy the remaining rebel strongholds one by one.

Throughout the furious fighting against the holdouts, Marco and Tarma cannot help but suspect Morden's involvement in this new evil plan for world domination. Meanwhile, the Sparrows, a special strike force within the government intelligence agency, have come across a series of strange events running parallel to the Peregrine's pursuit of General Morden. From trivial abductions of livestock to the disappearance of government bigwigs and the appearance of freakishly large creatures, numerous occurrences with nothing in common point to one grim possibility: General Morden is not the only menace to worry about.

**Characters:** Marco Rossi, Tarma Roving, Eri Kasamoto and Fio Germi

## GAME OVERVIEW

## METAL SLUG 4

**Story:** The world is now trembling under the fear of cyber terror, as the birth of a deadly new computer virus threatens to snatch the main military system out of every country. The virus has been created by the terrorist group known as Amadeus and must be stopped by the four main heroes in the story. They are Marco Rossi, an army platoon leader; Fio Germi, a superior director of an Italian secret service; Nadia Cassel, a French Regular Army soldier; and Trevor Spacey, a Regular Army sergeant. The team discovers that Morden is still alive and probably behind Amadeus...

**Characters:** Marco Rossi, Tarma Roving, Nadia Cassel and Trevor Spacey

## METAL SLUG 5

**Story:** A research installation developing the next generation of Metal Slugs is attacked by unknown forces and a disc containing Metal Slug secrets has been stolen. Ordered to recover the disk, Marco and Tarma follow in hot pursuit. Meanwhile, Eri and Fio, investigating the Ptolemaic Army, a paramilitary syndicate active in archeological excavation, catch up with them at an ancient ruin, "The Corridor of Fire." The two try to storm and seize the site but are repulsed by the natives and giant Metal Slugs. This incident proves it was the Ptolemaic Army that stole the Metal Slug secrets. The military subsequently launches a second raid by the elite PF Squad and Sparrows on "The Corridor of Fire" to recover the secrets and destroy the syndicate.

**Characters:** Marco Rossi, Tarma Roving, Eri Kasamoto and Fio Germi





## GAME OVERVIEW

### METAL SLUG 6

**Story:** A farewell to arms—it was all supposed to have finished with that final battle. Morden's third attempt at world conquest was over. But his whereabouts still remain unknown. But even with the remnants of Morden's army neutralized, our heroes' requests for discharge from the service were still refused.

For a brief moment there was peace, but the frequent chatter of late, intercepted by the expanded and consolidated Division of Intel, suggests this peace will not last long. Recent intel includes testimonials from people who have seen UFOs, aliens, and giant creatures. Fortunately, there have been no reports of damage or injury, but one can't help feeling the mars people, or maybe even Morden, are behind all of this. And finally intelligence officers acquired conclusive proof:

A group resembling Morden's army hid themselves in a mountainous region and were gathering weapons and building installations. Yet there were still doubts: General Morden's army was nowhere to be seen. The objectives of the group were unclear, and whether this group was in fact Morden's army remained inconclusive. Although it was concluded that this could not be a military group by any standard, those at HQ, particularly sensitive to anything concerning Morden, however, quickly summoned the usual four: Marco and Tarma from PF Squad and Eri and Fio from SPARROWS.

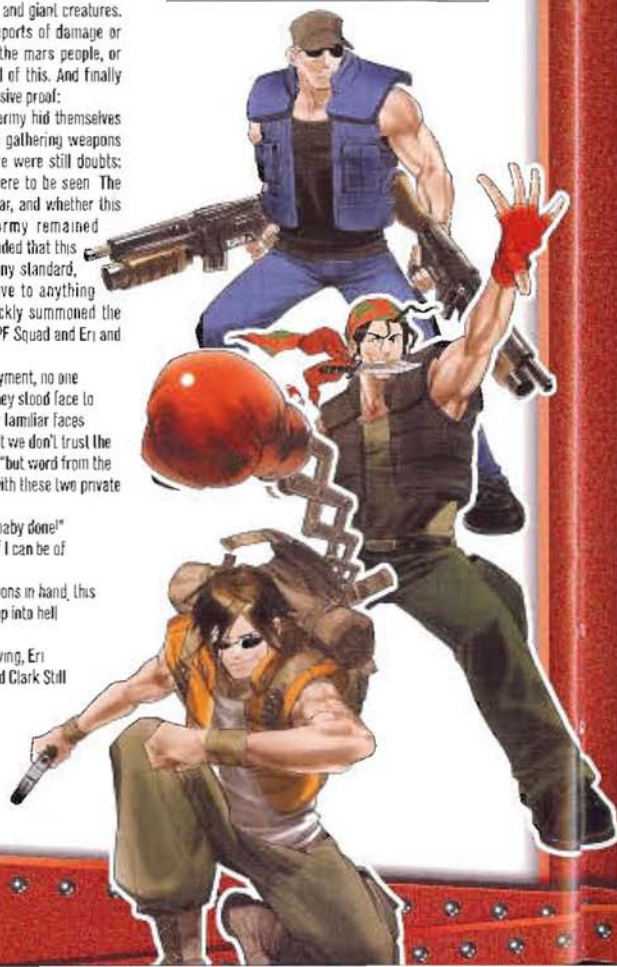
Only moments away from deployment, no one attempted to voice their opinions. They stood face to face with two new but yet somehow familiar faces ready to join their team. "It's not that we don't trust the four of you," the commander spoke, "but word from the top dictates that you'll be working with these two private contractors for this operation."

"Ralf Jones here. Let's get this baby done!"

"Clark Still. It will be my honor if I can be of assistance to all of you."

With their newly furnished weapons in hand, this new team began their parachute drop into hell. This is the last time!

**Characters:** Marco Rossi, Tarma Roving, Eri Kasamoto, Fio Germi, Ralf Jones, and Clark Still



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REGISTER YOUR GAME TO ACTIVATE  
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2. Save your sales receipt, indicating date of purchase and UPC code found on the game packaging.
3. If your game is covered under a store warranty, return the game to the store at which you purchased the game.

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