

METAL SLUG™

ANTHOLOGY



SNK
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WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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Table of Contents:

Getting Started	2
Starting Up.....	3
The History of METAL SLUG.....	4
Beginning the Game	5
Controls.....	5
The Game Screen.....	6
Pause Menu	6
Game Options	7
METAL SLUG Gallery.....	8
Token Systems.....	8
Multiplayer.....	8
Game Overviews.....	9
METAL SLUG.....	9
METAL SLUG 2.....	9
METAL SLUG X.....	10
METAL SLUG 3.....	10
METAL SLUG 4.....	10
METAL SLUG 5.....	11
METAL SLUG 6.....	11
Credits.....	12
Warranty.....	13

A special message from SNK PLAYMORE

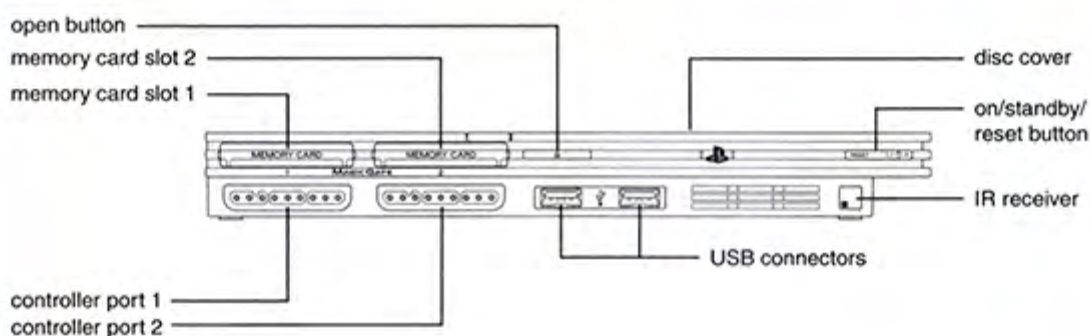
Thank you for buying METAL SLUG Anthology. We are very proud to bring you this collection, which consists of 10 years of METAL SLUG. From the games themselves to Soundtracks and rare artwork, we're sure you're going to agree this is the most complete collection ever made of one of the greatest arcade 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.

GETTING STARTED*



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the METAL SLUG ANTHOLOGY disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

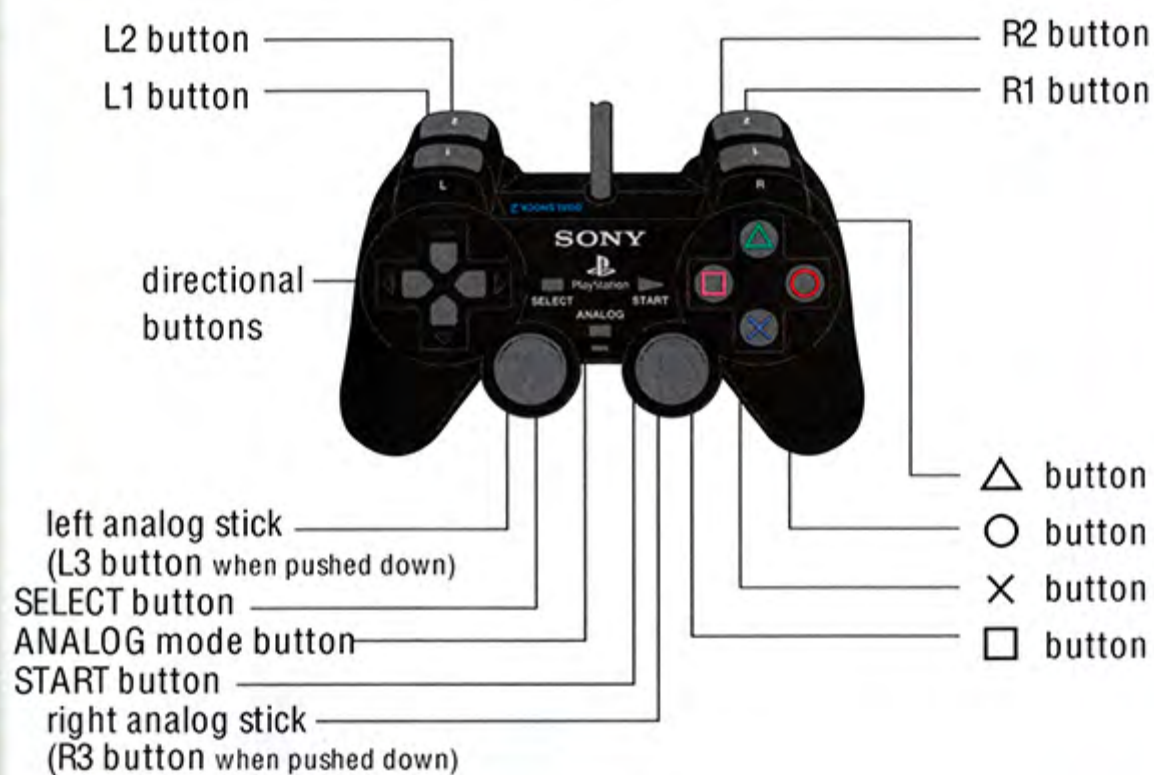
*Insert a PlayStation 2 Memory Card (8MB) into the MEMORY CARD SLOT 1 or MEMORY CARD SLOT 2 before turning the PlayStation 2 console on.

*If there are memory cards in both the MEMORY CARD SLOT 1 and MEMORY CARD SLOT 2 with saved game data for this game, data will automatically be loaded from the card in MEMORY CARD SLOT 1.

*It is necessary to have 84KB or more of available memory on the PlayStation 2 Memory Card when saving game data.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



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 the Arcades to the home consoles and handheld systems, **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 platform is listed, the game 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

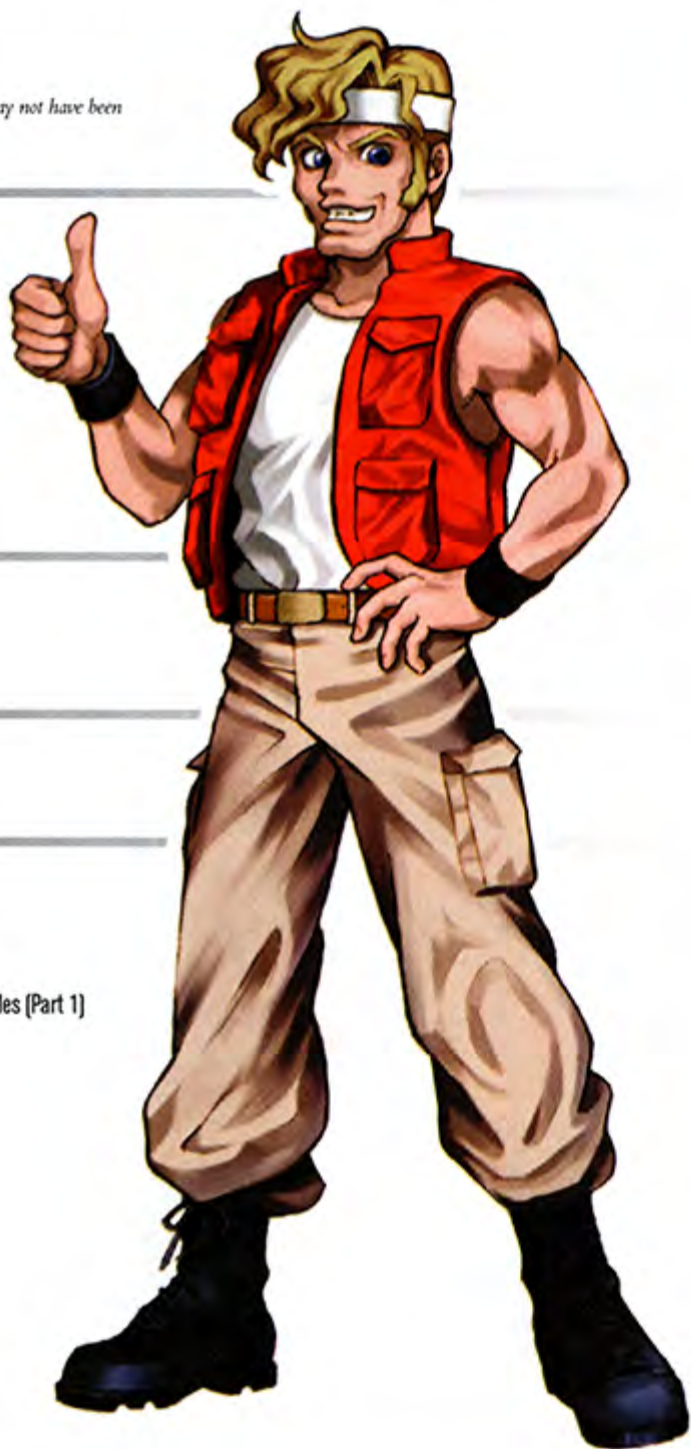
- 1999 – Metal Slug: 1st Mission
- 2000 – Metal Slug: 2nd Mission

Game Boy Advance

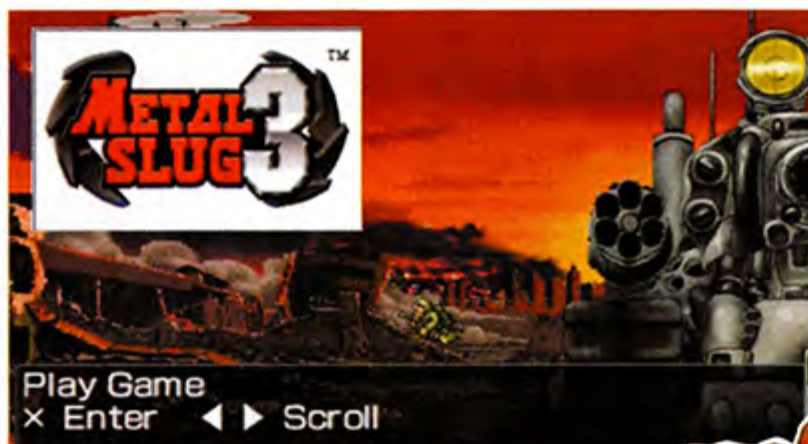
- 2004 – Metal Slug Advance

Mobile

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



BEGINNING THE GAME



Press the **START** 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 directional buttons **←** and **→** to cycle through the entire **METAL SLUG Anthology** list of games. Select a game by pressing the **X** button. Once you've selected a game, choose between loading a saved game or starting a new one. Press the **X** 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 **START** Button to join.



CONTROLS

Note: These are the default controller settings. Please see the Control Options in Game Options to customize your controller.

- X** Jump / confirm selections
- O** Throws grenades / cancel selections
- Δ** **METAL SLUG** attack (**METAL SLUG 4,5,6** only)
- Shoot / attack
- R1 Button** Not used
- R2 Button** Not used
- L1 Button** Not used
- L2 Button** Not used
- X + □** **METAL SLUG** attack (**METAL SLUG 1,2,X,3** only)
- START** Starts the game
- SELECT** Calls up the Pause Menu

Analog stick or directional buttons moves your character

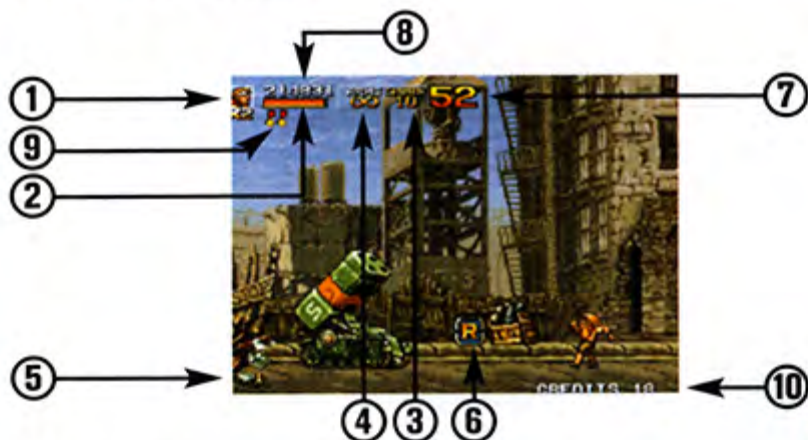
Additional controls only for **METAL SLUG 6**

- R Trigger** Weapon switch
- O + Δ** Throw your currently equipped weapon

Note: Must have at least the default amount of ammo your character gets from a weapon powerup.

- + Δ** Use alternate melee attack
- + Δ + ↑** 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 ∞ 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 **SELECT** button. Use the directional buttons **←** and **→** to adjust the settings and press the **START** button to save. You will then be asked if you would like to save these settings in your profile.

- Resume GameResume gameplay
- Game OptionsOpen the Game Options Menu
- Save Game.....Save your current game (Not available for METAL SLUG 6)
- Return to Main Menu.....Exit the current game and return to the Main Menu

GAME OPTIONS



Access the Options Menu from the Main Menu to customize your **METAL SLUG Anthology** experience. Use the directional buttons **↑** and **↓** to select an item and the **X** button to enter. Also use the **START** button to save your selections and the **O** button to cancel.

x Control Options: Go here to customize the layout of your controller and to turn Autofire on/off

x Audio Options: Adjust the volume level of the music and sound effects

x Display Options: Adjust the screen brightness and visual mode

Note: Visual mode contains 3 display options to choose from: Original pixel, Full screen, and 4:3

Note: Display options are not available for METAL SLUG 6



x Profile Options: Go here to save, load 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

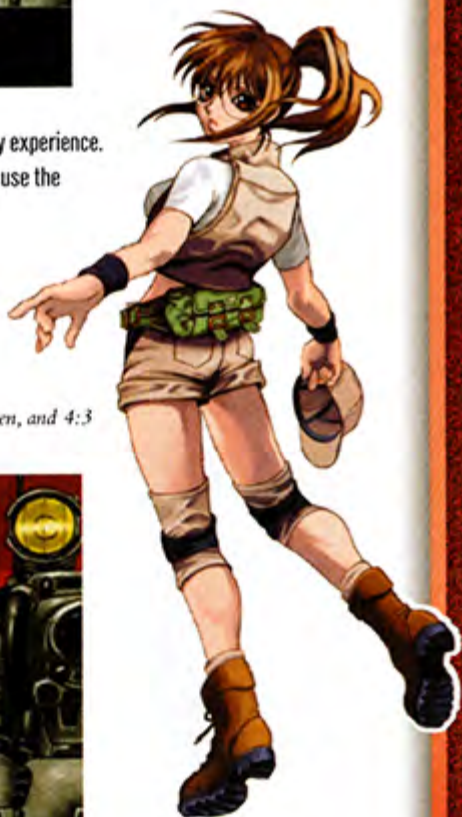
- **Default Profile Options** - Returns your profile to its default settings

- **Load Profile** - Load a Saved Profile

- **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 6. Those settings are determined before the start of the game. Also, the number of credits is set at 15 regardless of selected difficulty.

Note: Once you have beaten a game, you can replay that game at any time. Why would you do this?? So you can try to defeat the game on a higher difficulty level to get more tokens.



METAL SLUG GALLERY



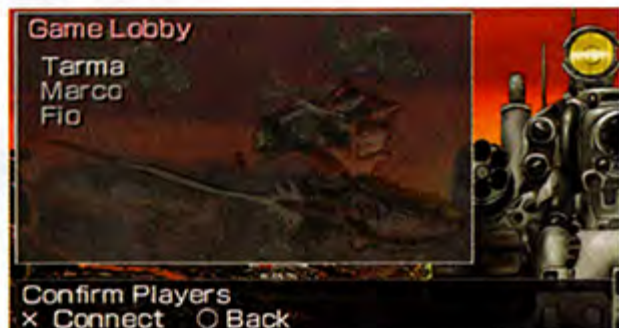
Welcome to the METAL SLUG Gallery. The most complete collection of METAL SLUG memorabilia in the world. Redeem tokens you have acquired to unlock items such as METAL SLUG music, wallpapers, skins, concept art and a text commentary. The Gallery will also keep a running total of your available tokens.

Preview a METAL SLUG song before downloading it to your memory stick. In the music section of the Gallery, preview a song by highlighting it and the selection will begin to play.

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



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AND TO BE INCLUDED ON SPECIAL SNK PROMOTIONS.

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To receive this warranty service:

1. Register your product at www.snkplaymoreusa.com/register
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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This warranty is in place of all other warranties and no other representations or claims of any nature shall be binding on or obligate SNK PLAYMORE. Any implied warranties applicable to this product, including warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will SNK PLAYMORE be liable for any special, incidental or consequential damages resulting from possession, use or malfunction of this software product. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

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