

GOOD LUCK SOLDIER!

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NEOGEO POCKET




# METAL SLUG 2ND MISSION™

EVERYONE
E
CONTENT RATED BY ESRB

NEOGEO POCKET COLOR®

## WARNING

To get the most enjoyment out of this and other NEOGEO POCKET video games, we encourage you to follow the suggestions below:

- Take a 10 or 15 minute break after every hour of game play.
- Do not store the game cartridge in extreme hot or cold conditions.
- Do not attempt to open or take apart the cartridge.
- Do not clean with benzene, paint thinner, alcohol or similar solvents.

## WARNING

- The perception of certain flashing light patterns, bright light patterns or auditory sound patterns, commonly found in our daily environment as viewed or heard by a small segment of the population, can lead to epileptic seizures. If you have an epileptic condition please consult your physician before playing video games. Individuals who have not experienced any previous seizures may have an undetected epileptic condition. If you experience any of the following symptoms while playing video games, consult your physician: involuntary muscle contractions, auditory seizures, altered vision, mental confusion, disorientation or convulsions.

# INTRODUCTION

Thank you for purchasing this NEOGEO POCKET software cartridge. Before you begin, be sure to read this user's manual and learn how to play the game properly for maximum entertainment.

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* The information in this manual is still being developed. Please pardon any discrepancies that may exist with the specifications of this product such as game screens, etc.



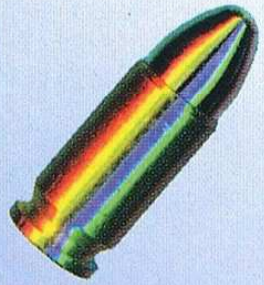
# SECOND MISSION BRIEFING

Time has marched on since the success of the "First Mission" -the deployment of the special strike force "Peregrine Falcons (PF Squad)" into actual battle. Your services are required again. Government forces have received information that the special combat squad "Phantom," led by the rebel army's Commander Makuba, has once again resumed activities. They have reportedly taken a considerable amount of government forces hostage, and we have subsequently learned an even more terrifying truth: rebel forces have made contact with an alien race and are proceeding with the production of weapons employing technology beyond our comprehension. The situation is grave! It's up to you to wage a solo attack on the enemy base, and save those hostages!!!

METAL SLUG 2ND MISSION™

## BASIC RULES FOR 2ND MISSION

- When the Life Gauge is depleted, the game ends. If your life gauge begins to fall, grab power-up items to keep fighting.
- When the Metal Slug (Tank), the Slug Flyer (Fighter plane) or the Slug Sub (Submarine) are destroyed, your character remains alive and play proceeds to another stage. So don't give up!
- There is a limit to ammunition for some weapons (other than the starter weapons). Pick up gun clips to replenish bullet supplies.
- When you find prisoners of war during game stages, rescue them! The rank of your character will rise based on the number of rescued prisoners. (The number of Time Attack stages increases with the rise of your character's rank.





## CONTROLS

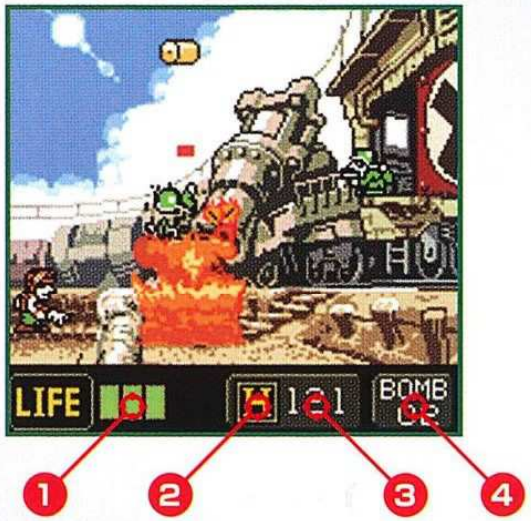
The commands below are mainly used during game action and various types of Menu screens.




| | |
|---|---|
| Joystick | Character movement/cursor movement (Menu item selection, etc.) |
| A button | Used for actions like attacking enemies/Selection confirmation |
| B button | Used for actions like jumping/Return to previous screen (CANCEL) |
| OPTION button | Throws grenades (Short tap)/Pause during game play (Hold longer.) |

*Pushing the A,B and option buttons simultaneously resets the game and calls for the Title Screen.
*For tank, fighter plane and submarine Controls, see P10~P12.
*All commands listed are initial settings. Command settings can be changed using "Set Up" from the Office menu. (See P13)

# GAME SCREEN




| | |
|---|---|
| ❶ Life Gauge | Shows player's endurance level. When this gauge goes empty, your character's taken out of commission. |
| ❷ Weapon | Shows weapon currently in use. |
| ❸ Ammo Supply | Shows remaining ammo for the weapon currently in use. |
| ❹ Bomb Stock | Shows remaining stock of bombs. |



# STARTING THE GAME

Push the A button when the Title screen appears to call up the Title Menu.




## ❶ TITLE MENU

Select desired menu using the Joystick. Press A to confirm selection.

**[START]**

Calls up the Character Select screen.

**[CONTINUE]**

Resumes play from the stage where data was previously saved. This menu is not displayed when there is no data saved.

**[OFFICE]**

Calls up the Office Menu screen. (See P13~P15.)

## ❷ Character Select

Choose 1 of 2 characters, using the Joystick to select and pushing A to confirm the selection.

## ❸ Start the Mission!!

## 《PAUSING GAME PLAY》

The game pauses when you push and hold down the OPTION button during game play.

## 《GAME OVER》

When the player's Life Gauge power is used up, the game ends. Then you can select from the items below. Select items with the Joystick and push the A button to confirm your selection.

**[RETRY]**

Resume the game from the stage where the previous game ended.

**[SAVE]**

After cleared stages are saved, the Title Menu is displayed.

**[RESCUE]**

Shows the list of hostages you have rescued.

**[END]**

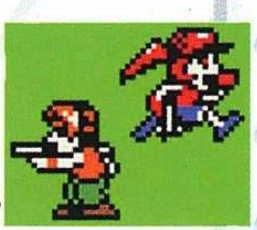
The game is ended without saving data. The Title Menu is displayed.



# HOW TO PLAY THE GAME

## 《SOLDIER CHARACTER COMMANDS》

Use the commands below to move your soldier.



**MOVE** Shift the joystick ← or →

The character moves in the indicated direction.

**CROUCH** Shift the joystick ↓

The character can be moved in the crouch position, also.

**ENTER ROOMS/PUSH SWITCHES** Shift the joystick ↑

Enter areas designated by an "IN" sign and push switches within game stages.

**ATTACK** Ⓐ Button

Use a conventional gun (or knife in hand-to-hand combat). Gather weapon items during play to increase your fire power with more powerful weapons such as a bazooka (ammo limited).

**JUMP** Ⓑ Button

Avoid danger and scale high places with this move.

**GRENADE TOSS** Push the **OPTION** Button (briefly)

Lobs grenades toward the enemy (supply limited).

## METAL SLUG COMMANDS



Metal Slug is a compact, all-purpose tank with outstanding mobility. Its commands are listed below.

**MOVE** Shift the joystick ← or →

The tank moves in the direction selected.

**DIRECTION CHANGE** Quickly tap the joystick twice ← ← or → →

Allows you to change the direction the tank faces.

**CROUCH** Shift the joystick ↓

The tank can be moved in the crouch position, also.

**ENTER ROOM** Shift the joystick ↑

Enter areas designated by an "IN" sign during game stages.

**VULCAN CANNON** Ⓐ Button

Fire salvos in the direction indicated by the Joystick.

**JUMP** Ⓑ Button

Lets your tank avoid danger and scale high places.

**CANNON** Push the **OPTION** Button (briefly)

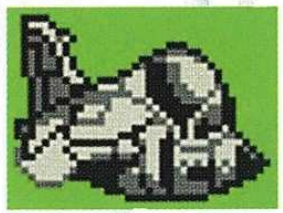
Fire powerful shells (shells limited). When Metal Slug is in the crouch position, it will throw grenades.

**METAL SLUG ATTACK** Shift the joystick ↓ and push the Ⓐ, Ⓑ Buttons simultaneously

Use a body block attack with the tank.



## SLUG FLYER COMMANDS



The Slug Flyer is a jet fighter unequalled in fire power and mobility. Its commands are listed below.

**MOVE** Shift the joystick ↑, ↓, ← or →

The Flyer moves in the direction indicated.

**VULCAN CANNON (OR MISSILE ATTACK)** Ⓐ Button

Fires a shot in the direction indicated by the Joystick. When you get a missile item during game play, you can use a missile attack (missiles limited).

**BOMB** Ⓑ Button

Drops bombs (bombs limited).

### ★ If shot down...

If the Slug Flyer is shot down in battle, escape with the Drop Pack. While the soldier is falling, push the B Button to activate the Jet Burn (time limited) and use the joystick to safely guide the Character to the goal point. If the soldier disappears from the screen, you've become a spot on the landscape, pal!

## 《SLUG SUB COMMANDS》



The Slug Sub is a micro-submarine.
Its commands are listed below.

**MOVE** Shift the joystick ↑, ↓, ← or →

The Sub moves in the direction indicated.

**TORPEDO** Ⓐ Button

Fires torpedoes, Mainly used to attack submerged enemies (but you knew that, didn't you?)

**MARINE MINE (HOMING MISSILE)** Ⓑ Button

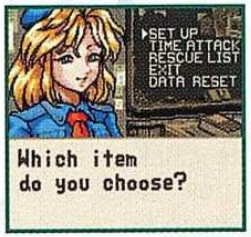
Releases mines (number limited) to attack surface enemies. Changes to Homing Missiles (number limited) when floating on the surface to attack enemies on land.





## OFFICE MENU

When you select "OFFICE" from the Title Menu, the "OFFICE MENU" screen appears. Select a menu with the joystick and push the A button to confirm your selection to call up the other sub-menus.




## 《SET UP》

Change various game settings. Move the Joystick ↑ or ↓ to choose an item and push the A button to confirm your selection.

**[LEVEL]**

Adjust game difficulty to 1 of 5 levels. Move the Joystick ← or → to change and push the A button to confirm your selection.

**[KEY TYPE]**

Change key configurations for commands. Move the Joystick ← or → to change and push the A button to confirm your selection.

**[RETRY]**

Change the number of times for continuing play (1 to 9). Move the Joystick ← or → to change and push the A button to confirm your selection.

**[VOICE]**

Set the voice in the game play by moving the Joystick ← or → (ON / You can hear the voice: OFF / No voice) and push the A button to confirm your selection.

**[EXIT]**

Return to the Office Menu.



## 《TIME ATTACK》

The Time Attack Mode lets you race against time to clear stages. When the Time Attack Screen appears, select a stage by moving the Joystick ⬅ or ➡ and pushing the A button to confirm your selection. Next, select [ATTACK] or [RANKING] on the bottom of the screen by moving the Joystick ⬅ or ➡ and pushing the A button to confirm your selection. The number of stages in this mode increases as your soldier's rank rises.

**[ATTACK]**

Begins Time Attack play.

**[RANKING]**

Displays the time rankings for each stage.




## 《RESCUE LIST》

Shows the hostages rescued (your soldier's rank will rise in response to the number of hostages rescued). When you select a hostage name with the joystick and push the A button, the Information Screen is displayed. If the hostage's rank is below the player's, the hostage will give you information on game stages, etc...









## 《EXIT》

Return to the Title Menu.

## 《DATA RESET》

Delete all saved data.



# ITEMS

A variety of Items that replenish ammunition and restore life to characters will appear during each stage. Don't waste them! (But be careful! There are also items that can cause injury when you pick them up.) Here are some of these items.

## Weapon Items



Heavy Machine Gun



Rocket Launcher



Fire Gun



Grenade



Cannon
(for Metal Slug)



Missile
(for Slug Flyer)

## Supply Items


Magazine: Increases ammunition.

## Energy -Up Items


Meat


Canned Goods


Bread



Gasoline Tank
(for vehicles)



## DAMAGE & DEMERIT ITEMS


Reduces character life.

**Poison Bottle**


Enlarges your soldier.

**Fattening Pork**


Enlarges your soldier.

**Fattening Cake**

## SPECIAL ITEMS


Returns enlarged characters to fighting fitness.

**Thinning Potion**


Contents unknown.

**Random Box**

## Bonus Items



# HERO INTRODUCTIONS

## 《MARCO》

He's a PF Squad Cadet. Heading out to investigate rebel troop development he learns from rescued hostages the surprising information that the rebels have made contact with alien visitors. He requests backup from IHQ, but is dismissed as shell shocked. Reluctantly, he engages in a single-handed attack on the enemy base.



## 《FIO》

She's an operations specialist for the government forces. Heading out to investigate information regarding eye-witness reports of a UFO landing at the rebel base, she finds out the rebel army has allied with alien visitors. learning the PF Squad has also obtained the same information and not wanting to be left out of the attack, she speeds to the enemy base alone.





# MEMO

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