



Final update.

=12/31/05= v Final

A great action platformer that's fun to play. Metal Storm certainly had some neat features on it. This is the final update for this guide.

=07/31/04= v1.0

Finished the FAQ. The game was fairly difficult, so it did take some time during the day, but I managed to get through it. Thank god for action classics like this.

=07/31/04= v1.0

Started the FAQ. Had a day off from work, so I'm going to make the most of it, and complete this FAQ in one sitting.

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- 1) Introduction -

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Metal Storm is pretty much your typical sideview platform shooter morphed into a higher quality base. By providing enhanced graphics, a decent soundtrack, and some unique gameplay features, it feels more than just another shooter. Metal Storm features gameplay similar to Mega Man, where you will constantly be jumping on platforms, shooting creatures with your blaster, and advancing through a level. At the end of each level is a troubling boss who tries to give you a hard time, but thanks to some useful features, you can defeat them quite easily. While the game is fairly short, it's much better than most of the other generic shooters out there.

Here's a brief excerpt from the manual regarding the storyline (thanks to Irem):

The year is 2501, and the dawning of a new century has brought mankind to the brink of disaster. The powerful LaserGun on the planet Pluto's battle station "Cyberg" is wreaking havoc. It was originally designed to protect Earth from hostile aliens, but, due to a computer malfunction, is systematically destroying all the planets in the Solar System! Most recently the Earth Nation watched helplessly as Neptune exploded.

The system's self-destruct device could stop the LaserGun, but it has mysteriously jammed and is aimed at Earth. Even if the device can be manually activated, there is still only a slim chance that Earth can be saved. Your mission is to enter Cyberg using the most sophisticated weaponry available, the M-308 Gunner, and unlock that self-destruct device!

M-308 Gunner Height: 9 feet  
Weight: 2100 lbs.  
Material: Geopolyum Alloy  
Generator Power: 1300 KW  
Special Function: Gravity Flip

##### GAME INFO #####

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Players: 1

Developer: Irem

Released: 1992

Rarity: uncommon

Special Features: password saving

Cover Art on box:

- Shows M-308 on cover posing in the middle of space

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- 2) Game Basics -

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The NES controller is one of the simplest pads out there that nearly any kid could learn in a jiffy. Metal Storm fits the game perfectly, by only providing a few combo touches here and there.

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/Controls/

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- A - jumps, hold to jump higher
  - B - fires weapon
  - START - pauses game
  - SELECT - navigates menu at title screen
  - Pad - moves M-308, also faces in direction when firing
  - Up + A - switches gravity, tosses you to ceiling
  - Down + A - returns to normal gravity, tosses you to floor

- There are also two special techniques mentioned in the manual. If you need to reach a ledge under the platform you're currently on. Jump off the ledge into thin air, then switch gravity while mid-air. You should flip, and if you cut in where the inlet is, you can walk on the ceiling to reach it. The same can be said about reaching extremely high platforms. Simply switch gravity while in a mid-air jump to reach maximum height. The switching gravity feature also switches all enemies on the screen to the opposite direction, so make use of this feature if you have some pesky nuisances in the way.

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/Items/

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During the game, you will come across three default items which can be equipped to help upgrade your M-308 Combat Robot. Some are them are more helpful depending on the level you're facing, along with obstacles in your path. This section will briefly describe each of them.

--{ SHIELD FORCE }-- #S# symbol

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> This helps protect you by deflecting away bullets and harming any opponents



hall up ahead is a giant blue winged robot. Keep firing, retreating back, and repeat. It should die off after several shots. Grab the powerup icon in the corner of the screen to upgrade your gun, and proceed on to the next area.

\*\*\* You will now face the Stage One Boss. This giant mounted turret has a  
\*\*\* energy shield that pops out on 1 of the 3 sides of the boss. Simply  
\*\*\* look for what side the shield pops out and fire at it. You must reverse  
\*\*\* gravity to hit either one of the side shields, but you can stand in the  
\*\*\* middle for the primary one. The boss will launch purple rings at you,  
\*\*\* but they're fairly slow and avoidable.

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### /Stage Two/

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This fairly complex level starts off as layered as it can be. Jump over to the right ledge, then take out both robots, and jump up. Continue to your right. Watch out for the green slammers against the wall. Whenever you enter their proxy hall, they will try to slam and crush you. Jump past the first set, grabbing the powerup on your way. Go right (ignore the powerup above you, too hard to get without losing a life). Jump up the next set of purple layers to reach above. Make sure you get CENTER alignment on all of your jumps, otherwise you'll get crushed by some of the quicker crushers. If the hall is truly narrow, try luring the crushers to slam against each other by doing a partial jump (a lure jump), then leap up as they retract. When you reach down to the next major hall, watch out for the flying ship to launch two curling projectiles. It can be taken out quickly with 1-2 shots. You will know when you're near the end. A series of four parallel long crushers will attempt to kill you. Jump up, do a quick run to the right, and jump again. These crushers are quick, but you can still manage to get in position.

The next area has some spikes to be wary of. Jump to the right (as if you were leaping onto the spikes), but then reverse gravity in mid-air. You should land in a new area up ahead, and receive a one-up. Continue ahead up to the switching walls. Reverse gravity to open the area. Stand in the corner, and reverse gravity again to switch it back, leaving an opportunity to move ahead. Take out the two turrets up above, and keep jumping up the set of stairs. Reverse gravity to reach the next part. Grab the powerup on the roof, but watch for the swinging doorway. Position yourself on the left alcove, put normal gravity back on, then leap across to where the up arrows point. Jump up. In the long vertical tunnel, do a reverse gravity jump and you'll start to fly. Crawl into one of the caves, and continue in the new area. Again, you'll have a series of switching doors and platforms to deal with. Watch out for the flying ships in the narrow sets of tunnels. Simply run past them, and keep a one hall difference between you and a ship, otherwise debris will pelt you.

\*\*\* This boss is a tad tougher than the last boss. You'll basically have to  
\*\*\* kill off five snake heads that launch out large blue lasers in  
\*\*\* horizontal directions. You can keep leaping up the tunnels in case a  
\*\*\* laser is about to come your way. I found it best to get as close as you  
\*\*\* can to the mouth, and simply hold down your blaster. The rate of fire  
\*\*\* will be so fast that the boss will be destroyed quicker than firing  
\*\*\* from far away. Time your jumps though because the heads launch out at  
\*\*\* random spurts. The fewer heads, the quicker they will launch, so be  
\*\*\* weary of that too.

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### /Stage Three/

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Hah, this next level is sort of...funny. The background will scroll as you move, which sort of causes a parallax effect. The enemies on this level are

constant, involving train carts that follow a track in the background of the screen. Simply hold down your fire button while jumping. Make sure you pick up the Shield icon, since your Power fire is useless if you get pelted by these fast moving carts. Proceed to the right with ease. The next area up ahead is a tad more tricky. Certain fire walls will launch whenever you reverse gravity, so you'll be forced to switch to normal gravity just to get past them. Keep getting Armor and Shield upgrades since you'll take a few hits along the way. Watch out for the gray rotating turrets. Keep moving ahead. I used reverse gravity for most of this level, but at the end, make sure to switch back to avoid the dual-floor spikes. Do it right on top of the ledge so you can reach the edge of the screen too.

\*\*\* For starters, you'll be in a small room with lasers coming from 4  
\*\*\* directions and cross-hairing in the middle at periodic intervals.  
\*\*\* There will also be a small boss dude who starts at the upper left hole  
\*\*\* and will scroll to the nearest hole based on your position. You must  
\*\*\* shoot the boss while his helmet is off (purple head), and then run to  
\*\*\* another location to resume shooting on him. Here's the tricky part:  
\*\*\* He will go to the location where you are, and attempt to hit you with  
\*\*\* his two rotating goons. Use reverse gravity to reach the upper two  
\*\*\* holes, and try to line him up so that you can get vertical straight  
\*\*\* on shots without jumping. This battle takes practice, but be careful  
\*\*\* not to get trapped between a laser and the oncoming boss. Note of the  
\*\*\* laser intervals on the side so you can quickly sweep in before he does  
\*\*\* for the kill. He should die after about 50 shots.

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/Stage Four/

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You'll start off in a small square elevator that is scrolling to the right. It will continue to the right. Pick up the Fireball upgrade right at the beginning. Jump and avoid the green balls as they are indestructible. However, shoot the gray ones with the rotating figure to help conserve some room. You may have to switch gravity a few times just to crouch past some narrow crevices. The elevator will then proceed up after a certain point. Use the switch gravity abilities to reach the powerups between the green balls. The fireball powerup should let you pass through them without taking damage. When you reach the three consecutive slammers, use reverse gravity right when the first one comes near you. You should speed past all of them, with them all missing you (whew, close one). Take out the three gray turrets at the top, then we shall move horizontally. To the right are a few "re-appearing" blue turrets that can be annoying. Always position yourself in a perpendicular spot to them. You can destroy their boomerang projectiles, and just keep shooting them to make them disappear. Don't let them shoot you at any angle where you can't hit the boomerang.

The next area warps you to an elevator with four red aliens surrounding it. Start off by hopping over each of them, until they slow down. When they do, concentrate your fire on two of them, hopefully destroying both. Now you can take shots at the remaining two while jumping to avoid them. Simply fire at them when they stop each rotation, to make it easier on yourself.

You will then be brought to the next elevator scene. This next part is very tricky. Grab the Shield powerup, and continue to fend off the pink aliens by letting them run into your shield. Block off the cannon fire with it as well. Avoid the Fireball or Power upgrades, otherwise, you will lose your shield. Fend off more cannon shots, then take out the center wall control platform when the elevator moves horizontally. The second battle will surround you by two of the wall platforms. Concentrate your fire on the LEFT one, then run to the left wall, and take out the RIGHT one. This can be very tricky because the

elevator will shift right, forcing you to run into the left one if you don't destroy it in time. It will then start to drop. Watch out for the dropships that launch their projectiles. Avoid the green balls in the center by reversing gravity and doing a plethora of jumps. The elevator will try to kill you by zig-zagging. It will then move horizontally.

\*\*\* This is going to be one hell of a battle if you do not have a shield  
\*\*\* equipped. If you don't, then forget about it. You'll start off in a  
\*\*\* shaft with two scrollers above and below you. They fire off long blue  
\*\*\* lasers that kill you instantly. You must avoid them, while shooting the  
\*\*\* red heart bouncing around the middle. Here's a tip of advice. Do reverse  
\*\*\* gravity, and press up while walking on the ceiling. Your shield will  
\*\*\* damage the scroller, killing it in a few seconds. Now you only have one  
\*\*\* scroller to worry about. Do the same for the other one by pressing down  
\*\*\* when on the floor. Take out the heart once everything's clear. Note  
\*\*\* that the organ takes a lot of hits to be taken down (100+).

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#### /Stage Five/

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Now that we're in the Cyberg core, it's time to kick some butt. You'll have to go right and make it past some flashing blue lasers. They'll shoot out for timed intervals. Use switch gravity to make your way past the bunched ones. You can also shoot to destroy them, but it can be fairly difficult if you don't have the right shot. A neat little trick is to stand next to the laser shooter, and stretch your shield out so it destroys it through the small gap of space. Up ahead, grab the armor, then blast through the horizontal shooter. Grab the Annihilation icon in the upper right corner to rid of the pesky defenses, then make sure to grab the other upgrades.

In the next area, be careful as a left vertical wall of electricity will try to trample you down. You must rush ahead while using time to make it past the laser shooters. Watch out for the flying mini-bats. They launch large sonic blue waves at your direction, and will aim at you if you shoot them. Near the end of the stage, go against the wall with reverse gravity, and shield out the middle shooter. Drop down, crouch to avoid the laser, then take out the left one. Finally, grab the Power upgrade, and go right to the end.

\*\*\* This strange boss will start out as a blue monster that launches angled  
\*\*\* purple lasers. Stand in the middle, and strafe back and forth to avoid  
\*\*\* them. Meanwhile, jump up and keep firing at him. He will then morph into  
\*\*\* a red form. From here, he will shoot lasers that split at 90 degree  
\*\*\* angles which can be tough to avoid. Stick to the same gameplan from  
\*\*\* before. He will then morph to a bright green form which launches  
\*\*\* vertical purple bars. You can avoid some of them with normal jumps,  
\*\*\* however, use switch gravity to make it past the tougher ones. His final  
\*\*\* form involves a tricky multi-color combo where he will launch out  
\*\*\* various types of attacks at a dual rate. This is extremely tough,  
\*\*\* but most can be avoided by jumping through the middle while continually  
\*\*\* firing.

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#### /Stage Six/

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This next stage will start scrolling vertically along with being spattered with short platforms, and vertical barriers that launch up based on your gravity setting. Continue to your right, switching to get past the barriers. Grab the shield powerup, and avoid the cannons. Destroy them if possible, otherwise they will be a hassle. You're going to be forced to use evasion techniques (switch gravitating) to avoid the pink cannons, and the turrets





difficult that players will curse at themselves for not being able to accomplish the task. Do not fear though, this is why codes are here. I'd like to thank GameFAQs for providing these codes submitted by multiple users:

```
!*>> PASSWORDS <<*!          - Aside from that, there are no in-game
|=====|_____              codes.
|7SL-5RR!-WVW| Expert Mode |
|H0N-NTQ3-FZR| Second Quest |
|94J-LZH3-93G| Stage 7      |
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- The second quest has stronger enemies, but practically reversed levels as well.

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- 5) Common Questions          -
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) Gameplay ((
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<< Are there any other games similar to this? >>
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- Yes, there are plenty of games similar to Metal Storm on the NES. Titles such as Journey to Silius, all 6 Mega Man games, and Contra are just a few. Metal Storm is like any other platform shooter, except it has exceptional gameplay, and truly innovative boss fights. I would rate it an 8/10.

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<< Where can I obtain this title? >>
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- Only eBay would be suffice for actually finding this game. It's fairly uncommon, which makes it more difficult than your typical Nintendo masterpiece, or generic arcade repeat. Not only that, but it was produced by Irem, which was a very unknown company back then. The production counts are smaller too thanks to a late 1992 release. Flea markets might also turn this game up once or twice along your travels.

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<< Any hidden secrets missing from the game? >>
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- Well, first of all, there are no codes. Irem wanted to make this game as challenging as the title could be. Expert mode is almost impossible without using save states and an emulator. The second quest is just a repeat of the first game, but with harder AI and tougher opponents. The password system is determined based on your current score, stage level, and what part of the game you're at.

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<< Are there any other versions of this game? >>
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- No. Just the simple NES version was released.

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- 6) Copyright/Distribution/Reproduction Guidelines -
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This FAQ/Strategy Guide/Walkthrough is my own published work, and copyrighted by Christopher Zawada. Whatever you do, DO NOT edit this FAQ in any way. DO

NOT steal anything from this FAQ. If you want to use some information in your own guide, simply ask me. If you want to place this guide on your website, either link to the GameFAQs game page, or download the file and place it on your own web server. Basically, you can post this on your website as long as its in ORIGINAL form, and not linking directly to GameFAQs. Aside from that, all proper credit is due when necessary. Also, don't even think about selling FAQs. Trying to prosper off of other people's work will get you in big time trouble (coming from an eBay seller myself).

This is a list of the current known sites that host my FAQs:

- <http://www.gamefaqs.com/>
- <http://www.ign.com/>
- <https://www.neoseeker.com/>
- <http://www.cheatcc.com/>
- <http://www.cheatplanet.com/>

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- 7) Proper Credit -  
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I'd like to thank the following people for their help in making this FAQ possible:

)) CJayC (( for constantly updating GameFAQs, and dedicating his entire life to it. Takes a lot of effort to keep a site going this long.

)) Steve Begin (( for typing up an online instruction manual which I used since I did not own an instruction manual. Very helpful in getting my point across, thanks.

)) GameFAQs (( for proving some generic passwords that players can use to continue at key points during the game.

)) Irem (( for producing a fairly unknown, but truly great classic that should be at least noted in everyone's collection. The reverse gravity system was purely awesomeness on their part.

"Some people make sacrifices to make other people happy." - Chris Zawada

"Freeeeeeeddooommmmmmmmm!" - William Wallace (Braveheart)

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