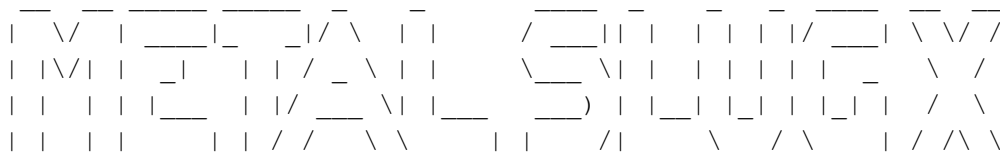


Metal Slug X FAQ/Walkthrough Final

by Orochi K

Updated on Jul 23, 2001



Game: Metal Slug X

System: PSX

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Feel free to e-mail me if I've forgotten about something. Credit will be given where due. And if you think I've made a mistake somewhere, please write to me and point out the mistake, it will be greatly appreciated. This is my first FAQ, so I will surely make a lot of mistakes.

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<p>IMPORTANT: Please note that the the FAQ has reached its final version. You can mail me for questions or comments but not for contributions and corrections as it won't get updated anymore.</p>
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E-MAIL POLICY

Lately, I've been recieving all types of letters. At first, it was only one guy so I decided to help him out since I had a lot of spare time at that time. But I'm now getting lots of letters and some of them are really annoying me. I've thus decided to put up this e-mail policy to make you understand as to which e-mails I will and will not reply. Please read the following carefully.

E-mails I will reply to:

- Contributions.
- Corrections.
- Comments.
- Positive/Negative feedback.
- Webmasters who wish to post this FAQ on their site.
- Your mail must be in text only.

E-mails I will not reply to:

- People asking me for cheats for this game. There are sites and message boards for this.
- People asking me to send them this FAQ.
- Nonsense e-mails like 'I think I love you' or 'Where can I find this game in my country?'.
- E-mails that are all in CAPS.
- Chainletters.
- Spams.
- Info already stated in this FAQ.

REVISION HISTORY

Version 1.0 on April 16, 2001.

- Mission 1 complete.
- Started Mission 2.

Version 1.1 on April 17, 2001.

- Completed Mission 2.
- Mission 3 complete.
- Mission 4 complete.
- Mission 5 complete.
- Final Mission complete.
- Added Hints And Tips Section.

Version 1.2 on April 18, 2001.

- Corrected spelling mistakes.
- Added information about the hanging zombies in Mission 2.
- Corrected info on the Karateka-soldier in Mission 4.

Version 1.3 on May 17, 2001.

- Added boss strategy on Mission 1.
- Added boss strategy on Mission 2.
- Added boss strategy on Mission 4.
- Added the name of the Karateka-soldier.

Version 1.4 on June 1, 2001.

- Added E-mail Policy (please read!)

Version 2.4 on June 15, 2001.

- Changed lay-out a bit
- Added Table of Contents. Hehe, the FAQ needs one now.
- Added Introduction.
- Added Game Controls.
- Added Item and Bonus Points section.
- Added Frequently Asked Questions section.

Version 3.0 on June 20, 2001.

- Added Weapons section.
- Updated Items list.

Version 3.1 on July 3, 2001.

- Mission 2 updated.

Version 3.2 on July 6, 2001.

- ASCII added.

Version 3.3 on July 16, 2001.

- Updated Weapons section.
- Updated Item and Bonus Points section.
- Updated Hints and Tips section.
- Updated Frequently Asked Questions section.

Version 3.4 on July 21, 2001.

- Correction: there is no Iron Weasel in the game.
- Corrected Drop Shot name, silly mistake!
- Updated Item and Bonus Points section.
- Updated Weapons section.
- Updated Hints and Tips section.
- Updated Frequently Asked Questions section.

Final version on July 23, 2001.

- Last revision.

Final version on April 29, 2002.

- E-mail change

WALKTHROUGH/FAQ

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=====
INTRODUCTION
=====

Well, like you've already noticed, I'm starting to cover all the sections of the game with items list, weapons list, etc...I also changed the lay-out a bit 'coz it sucked. This was actually my first FAQ and it wasn't that great but I've written some other FAQs and I've made some progress now (I hope!) and since I've received quite a number of e-mails asking me for such lists, I'm working on those now. And please don't ask me for the meaning of the Another Mission titles and other kinds of translations, I own the Japanese Version and I don't even know myself. Otherwise, I'll be glad to help you.

=====
GAME CONTROLS
=====

The controls as used in this awesome game!

- LEFT - Move player to the left, character goes back.
- RIGHT - Move player to the right, character goes forward.
- DOWN - Make player crouch. If you press down while jumping, the character will shoot downwards.
- UP - Make player shoot upwards.
- CROSS - Jump.
- SQUARE - Shoot.
- TRIANGLE - No use.

CIRCLE - Throw bomb.

Other features are:

Jump into a vehicle to control it.

Same controls apply when in a vehicle.

Press CIRCLE+SQUARE for the Metal Slug Attack. The Metal Slug Attack consists of using your vehicle against the enemy for extra damage.

The shooting system for a vehicle is just the same as when controlling any character.

=====
WALKTHROUGH
=====

Well, just the walkthrough with all the hidden items and hostages located, and level boss strategies.

Special notes have been included where required.

=====
MISSION 1
=====

Special Notes: none

-When you jump from the parachute, go to where there is a sign. Now, jump and shoot down at it for a bonus.

-Walk forward until you see 2 hostages on a building. Free them and then go near them so that they each give you one bonus (you'll need to jump here). Don't forget the cat on the building where the 2 men are talking, it's a bonus.

-After that, just go on to the right until you see 2 men talking. A truck will appear, soon followed by a helicopter. Destroy both of them and go on to the right. There will be 2 hostages on a building.

-Destroy the tall machine which shows up afterwards (just jump over the balls it will shoot at you).

-When you are able to move to the right, you'll see another hostage on a house.

-As you continue moving to the right, you'll eventually come across a hostage on 2 nearby houses. You will also see 3 towers in the background. Now, as soon as you free them, the 3 towers will open and they'll start throwing rockets at you. Luckily, the hostage you've just freed will give you the Enemy Chaser which fires some homing missiles at the enemy. All you have to do is keep shooting upwards. Beware though as some soldiers will come crawling towards you, so you'll have to deal with them before they kill you. When it's destroyed, you can get a bonus by going to the left door, just jump and shoot down at it. And if you keep shooting up at the middle of the 2 houses for some time, some bonuses will eventually pop up.

-When you've dealt with the sub-boss, continue forward until you come across 2 camels. First, place yourself near the first camel and shoot down at it for bonuses. Then, jump in the second camel which is your

first vehicle in the game.

-You'll eventually blow up a truck and get your second vehicle, a tank. Change vehicle here, the tank is better (the camel is of a great help against the level boss though). And here's where you'll see Rumi for the first time.

-You'll see another 2 hostages after that. When you are attacked by the helicopters, try to destroy the red one first; you'll get more points if you manage to do so.

-You'll meet the level boss after that, there's a hostage next to him. Free him first.

LEVEL BOSS: This boss is fairly easy. Just make sure you aren't too close to it when it raises itself a bit and shoots a flame at you. When you do so, destroy this weapon first and you'll see 3 hostages. Now, all you have to do is stay below it and continue firing up at it while avoiding its missiles (you can destroy them by shooting at them). Note that the battle is easier if you have the camel. You just have to keep back and shoot at it while avoiding the fireballs. Also, you won't have to worry about the missiles since your front fire will destroy them as they come to you. Also, when the 3 hostages appear, go beneath it with the camel and tap up LIGHTLY to continue shooting at it and the battle will end pretty quickly.

=====
MISSION 2
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Special Notes: Here, some enemies can shoot a purple flame at you and turn you into a mummy. When you're in this state, you'll lose any special weapon and move slowly. This can be cured using special items. However, if you're already a mummy and are hit by the flame for a second time, you'll die.

-Free the hostage by the sphinx for the Laser Gun.

-There's also a hidden bonus near the sphinx's right eye. Shoot up at it (it's better to shoot at it first and then free the hostage, so that you don't use up your ammunition unnecessarily).

-After that, you'll see a tomb surrounded by soldiers and there is a barrel near them. You can do 2 things here. You can either kill all the soldiers and throw bombs up to liberate 3 hostages. Or, you can just shoot the barrel and the soldiers will die. However, the door will open and you'll miss the hostages.

-You're now in the tomb. You'll see a man digging with 2 bats near him. Kill the bats first. Now, stay by the man and he'll eventually dig up a bonus for you.

-Also, shoot the first untrapped chest and it will transform into a gold one and you'll thus get more points. ^_^

-After that, you'll see a bunch of workers run towards you along with some bats. Try to kill some of them (the bats!).

-See the sign saying "4m" just before the doorway. Keep shooting at it until a hostage drops down.

- After going right again, you'll come across a door with 2 arrows near it. Another bunch of workers will come running, still followed by the bats. You'll meet the mummies here for the first time. After killing them all, a hostage will drop on the ledge above the doorway. Free him.
- When you continue up, you'll see another hostage in front of a small door marked "Temple". Free the hostage first and destroy it. You must destroy it to move on.
- You'll see another of these. Destroy that one too.
- Now, there will be 3 hostages tied in the air. Free them.
- After that, you'll see a closed door. Some mummies will come from above followed by the dogs. Kill them all to open the door.
- As you enter the screen, you'll see Rumi. Try to catch her while taking care of the bats. Don't let them drop the purple things on you or you'll be transformed into a zombie.
- Kill the zombies on the winding staircase. You'll see a corpse. Use your close attack to take a gem from it. Do not stay near it any longer as it will blow up a dynamite after that.
- After going up and getting the Flame Shot, you'll see an explorer near a pillar. If you let him become a zombie and then kill him, you'll get another gem.
- When you go up and jump to the other side, a zombie will suddenly appear. Don't let it touch you. Note that you can also jump on the zombie and then jump to the other side.
- When the boulder comes crashing down, try to take the bonus before that or it'll disappear.
- When you see the next hostage, you have to be careful. As soon as you free him, 2 zombies will come from above. Kill the right one first, then kill the left one. If you shoot at the left statue, some bonuses will appear to the left.
- You'll now see a chest. Be careful here as there are 3 holes and smoke will come out of these. The pattern is fairly easy. The left and right ones, then the middle one (where the chest is), the left and right again... Time your jump and shoot at the chest to get some bonuses. It's quite hard to do (I've only managed to do it well once).
- When you see the dog on the left ledge, it is better to take it from where you are and then to jump to the edge. You don't want to touch the purple smoke!
- At the place where you see an eye in the wall and where the mummy dogs appear, keep shooting at the eyes for bonuses.
- Then, shoot the left-most torch to make coins appear.
- Go up and collect all the bonuses. You'll get a vehicle here.
- Continue going up, collecting the chest and you'll then encounter a boss.

LEVEL BOSS: Just keep jumping up and shoot down at it. Use your bombs for a good effect. Also, if your vehicle loses its weapon, get out of it and continue shooting at it.

Hint: There's a neat trick to defeating the boss without sustaining damage but it's difficult to do. But it's great if you manage to do it correctly. When you get the vehicle, take all the bonuses until you reach the centre ledge. There, before the boss appears, jump and aim down to land at the centre. If you've timed it well, the vehicle will be "stuck" in the boss and the latter won't be able to move. Just continue shooting after that. Note also that you don't even have to press the down button to aim at it, you just have to press the fire button :)

=====
MISSION 3
=====

Special Notes: Some soldiers come with a shield here. You can use your knife attack if there's only one or two soldiers with a shield. But if there's a group of them, throw a bomb at them.

- Open the box with the cat on it for another bonus and the one near it too.
- Free the hostage and take the bonus from the box.
- There's a railpost here (just before the house with a 2 on it). Shoot at it to liberate a hostage.
- You'll see a soldier sunbathing, use your knife repeatedly on him until the train starts moving.
- You'll come across 3 soldiers guarded by 2 soldiers. Liberate them all.
- 2 trucks will then come in from both sides. You can jump on the truck if it hasn't been destroyed yet. Some soldiers armed with bazookas will then come from above.
- When you are the cargos, kick the handle and you'll be able to jump above.
- There's a hostage between the first 2 cargos. Don't miss him.
- Kick the door of the first blue cargo for some bonuses.
- There's a hostage in the second blue cargo. He's guarded by a soldier though. Be careful as there's also the item that makes you big here. Better break in from the right side to avoid it.
- There are 2 more hostages after that.
- There are again 2 hostages at the front of the train. Don't forget the crouching soldier first, he'll throw bombs at you.
- You'll then meet a sub-boss. Just stay between the engines and keep shooting at it. Avoid the tanks it throws down at you!
- There's again a hostage between the first 2 cargos you'll come across after defeating the sub-boss.

- You'll eventually come across a tank and a helicopter. The helicopter is a better choice.

NOTE: There's a neat trick you can do here to easily beat the level boss. Just choose any vehicle and move forward a little (make sure the second one is still on the screen with the "IN" arrow clearly visible when you do so). Then, simply jump out of the vehicle (done by pressing DOWN+X) and go back to the second one. Now, choose the second one and go forward a little. Leave it and come back for the first one and go on doing so until you end the boss. You'll also earn a lot of points if you still have both vehicles at the end of the level.

- There will be one hostage on the platform. Don't forget the bonus. Time for the boss after that.

LEVEL BOSS: This one sure is huge! And it is tough! Thankfully, Rumi and one other prisoner will appear during the battle. Otherwise, keep shooting at it. When a weapon appears below, don't stay close to it as this will shoot a flame at you. You'll have to go to the other side to avoid it. You can also jump on the Morden when it crouches down and keep shooting at it from there. When the pistol-thing shows itself, you can walk under it to avoid the bullets. But don't stay there too long if you don't want to die stupidly... You'll eventually defeat it.

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MISSION 4
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Special Notes: Some enemies appear on a motorcycle and come straight at you. Kill them as quickly as possible. And you'll get a lot of bonuses here, keep shooting at the houses!

- Shoot the truck for a hostage and some bonuses.
- There is a hostage tied in the air, free him. You'll see another one on the nearby grocery store.
- There is a hostage in the bus.
- There are 2 more hostages when you walk forward a little. They are at the top of the screen. To access them, you'll have to shoot the 2 buildings until they explode. Then, jump on the right ledge and go on to where they are walking to get the bonuses.
- When you destroy the tank, a soldier will come out of it with a bazooka, be careful!
- You'll see a bus and a hostage above it. You just have to destroy the bus and the hostage will be free. To avoid the motorcycles, stay as close to the bus as possible and just keep on shooting at it.
- There's another hostage at the beginning where you'll see missiles coming from wells.
- Here, some soldiers will come from above. Shoot them before they start throwing bombs at you.
- There's another hostage on the tall tank which you will meet after that.
- There's also a well near the hostage. Some enemies armed with rockets will come jumping out of it. Stay close to the well and keep shooting to

kill them all, then quickly jump over it.

- You'll now see a well-guarded hostage, Lt. Hyakutaro Ichimonji . Just free him as soon as possible. He will kill some of the soldiers with his cool fireball :D He will follow you if you killed all the soldiers first and then liberated him, you must wait for him each time though... Actually, he follows you even if you liberated him beforehand. Believe me, he's a great help! However, he goes off as soon as you die (but he salutes you first, like the great soldier that he was!).
- You'll meet the aliens now!
- Destroy the houses here for some bonuses. There's also a hostage near one house, you can't miss him!
- There's 2 more hostages after that, one of them will give you the Enemy Chaser! The aliens don't stand a chance now... :D
- You'll get the tank as you move forward.
- There's another hostage to the right of the place where you get the tank.
- Boss time after that!

LEVEL BOSS: A tough one indeed! Hope you still have the tank! If not, keep shooting at it and unload your stock of bombs at it. A hostage will appear to give you a better weapon from time to time. I advise you to destroy the smaller weapons first, there are 6 of them. A bigger one will appear then. Keep shooting at it to destroy it. There's a neat trick you can do for some time here. At one point, you'll see one of those towers. DO NOT DESTROY IT!! Jump on it and keep firing at you. The boss won't be able to hit you where you are; it will shoot at the tower instead and destroy it, giving you time to do some great damage to it!

A cool thing to do here is to wait until the big cannon appears. Keep going forward until you see the rock-like thing. Get on it and keep moving forward. You must then go to the leftmost part of the screen for the trick to work. The cannon will fire at you, right? Well, everytime before it fires, jump (timing is important). If you've time it right, you will bounce on the explosion without taking any damage.

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MISSION 5

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Special Notes: Most hostages here are hidden. Be careful not to miss them! When you meet the 5 helicopters, destroy them and go to the left of the screen and they won't be able to hit you.

- Shoot the taxi to the left for a Rocket Launcher.
- Destroy the cars for bonuses.
- You'll get a tank after you've destroyed the "HOG" van!
- At one point, 2 tanks will come from above. You'll see a sign pointing to the right here. Keep shooting at it until 3 hostages appear.
- When you face the tall tank in front of the tunnel, shoot the arch first to liberate a hostage. If you destroy the tall tank first, you'll miss the bonus.

- Hurry after Rumi or you'll miss her completely!
- There is a hostage near pillar No. 7 who will give you a powerful Laser Gun.
- Note the warning lights near pillar No. 6. Shoot at it for another hostage.
- Do the same at pillar No. 5, shoot the lights for a hostage.
- At pillar No. 4, the lights will flash and a train will come in your direction. Keep shooting at it. Otherwise, it will block you and kill you.
- Shoot at the signal lights by pillar No. 4 after the train is destroyed for another hostage.
- Soldier will keep on dropping from above after that. Be careful!
- Shoot the lights by pillar No. 3 for yet another hidden hostage.
- Another one will drop from near the pillar while you battle against the helicopters and will give you the Enemy Chaser.
- There is a hostage near pillar 2, this one is not hidden. Be careful with that one, he'll walk away as soon as you free it.
- You'll meet a tough enemy tank here. It will keep on moving toward you and if you don't kill it quickly, it will crush you. Use your bombs against it!
- Shoot at the lights near pillar No. 1 for bonuses.
- Another train will come your way at pillar No. 0. Keep shooting at it before it reaches you.
- Another one will come after you've destroyed the first one. This one is quicker!
- You'll meet a third train after destroying the second one (the lights will flash). This one is even quicker, use your bombs.
- There's a hostage by pillar No. 0. Shoot at the lights to free it!
- Shoot at the door to exit the place.
- You'll see a door with "Keep Out" on it. Before it, you'll see a box with an arrow pointing down on it. There is a handle to it on the left. Place yourself so that you are holding the handle and pull it to make the chest stuck in the ceiling fall down. The chest contains bombs.
- Now, destroy the door.
- Further on, you'll see another of these boxes. The lever is to the right of it. Wind it for a Laser Gun.
- The hole just before the metal gate will let out a smoke from time to time. Don't get touched by it!

- You'll again see one box with the lever to the right. You'll get the Flame Shot and a vehicle if you wind the lever! Having these make the stage very easy :D
- You'll see a fourth box with the Down arrow. The lever is to the left this time. Wind it for a Flame Shot (I think the Flame Shot is the best weapon against the mutants).
- Destroy the gate and the mutants that come out of it.
- Destroy the tall tank that you'll meet afterwards. Shoot at the ground where the tall tank was for a hostage.
- The hostage near the tank will give you a Rocket Launcher.
- A hostage will appear when you see the vehicle. You'll encounter the level boss when you take the bonus.

LEVEL BOSS: This one comes from below you. It's a bit difficult but thankfully, you have a good vehicle to use against it. Shoot down at it while avoiding its energy balls. Destroy the side weapons first. Just use your bombs to make this a short fight.

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FINAL MISSION

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Special Notes: None

- Shoot the arrow near beginning for food (you'll get fat though, I always did!).
- You can also destroy the barriers of the soldiers here. Keep shooting at them. Once they're destroyed, you can kill the soldiers.
- You'll meet a hostage after the scene with the wells. He's well-guarded, kill the soldier first.
- After you go up the stairs, kill the soldiers. There's a sign with a "21". Shoot at it to free a hostage.
- Soldiers will parachute in armed with bazookas as from here.
- Just before the bridge, there is an arrow pointing to the right. Shoot at it for another hostage.
- You can jump on the missiles here. Use them to shoot at the soldiers from above!
- You'll meet a sub-boss after the bridge. Don't shoot at him when he appears and laughs, you won't touch him. Wait for him to say "C'mon boy!" and keep shooting at him. He'll keep jumping across the screen, go to the next side when he does so to avoid being killed. When you kill him, he'll fall straight into a shark's mouth.
- You'll see a well-guarded hostage after this battle. He'll give you some bombs as a bonus.
- There's another hostage to the right. He'll give you the Enemy Chaser.

- You'll come across a big tank 2 after that. Use some bombs against it to make this a short fight.
- You're now inside the base. Kill the soldier you see here.
- There's a hostage above the man in the suit (wonder who he is!?).
- There's another hostage tied to a ledge further to the right. He'll walk away to the right quickly. Make sure you get the bonus from him, he gives the powerful Laser Gun and it will be of a great help here.
- You'll meet the aliens as from here. The Laser Gun is great against them. Hope did as I told you and caught the hostage!!
- At one point, more aliens will come using elevators and they will bring 2 hostages with them. Don't forget about them.
- After you've killed all these aliens, the left elevator will come down with 3 more aliens and a hostage.
- Now that you've killed them all, the aliens will just appear from nowhere. These ones are tougher, they need more shots to be killed and they're quicker too.
- When you can move on, jump on the elevator and use it to jump to the forward. There is a bonus to the left of the grey cockpit with an alien in it.
- Destroy the cockpits for bonuses.
- The soldiers here drop mines. Don't walk on them if you don't want to get killed.
- 2 hostages will drop from above when you go on further to the right.
- You'll meet white aliens now. You need to take care of those, they are very quick!
- You'll meet the final boss afterwards. The small cinematic is very funny :)

FINAL BOSS: You'll face a huge ball at first. Shoot up at it. When it opens and concentrates a blue beam, make sure you are nowhere near it as it will fire a ray at you. After some time, it will launch a number of smaller pods at you. Destroy these before concentrating on the main target. You can stand on the house and throw bombs at it. When you defeat it, a huge vessel will appear and the ball will go up and attach itself to it. This is the lass boss and sure is tough! The soldiers will help you here. You'll also get a tank and the help of the Karateka-hostage! If you're careful, you can make it through without losing a single life. Good luck...

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ITEM AND BONUS POINTS

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This section focuses on the items and bonuses you'll get throughout the game. These are the points which each item earns you. Well yeah, the objective in Metal Slug X is not only to complete the game but also to have a nice amount of points at the end. Make sure you collect the maximum number of bonuses,

that is just one of the treats in this huge game. Some items appear in only 1 or 2 missions while others may appear in all the missions. They are listed in alphabetical order.

Ammunition: 1000 - only if you don't have the weapon for which the ammunition is intended. You also get these points if you have only the pistol.

Apple: 100

Banana: 10

If you manage to collect the bunch of bananas before they hit the ground and break up, then you're in for 100 points.

Blue gem: 100

Bone: 100

Briefcase: 500

Cabbage: 300

Can: 1000

Cat: 100

Chest: 1000

Coin: the first coin you'll take will be at 10 points, then as you take the next coin, you will get double points of the previous one if this value is still flashing in the air. Otherwise, it drops to 10 again so you need to be quick when taking coins.

Diet: 50000

When skinny, you'll get 1000 points.

Doll: 2000

Emerald: 30000

Gas tank: 1000 - only when you don't have a vehicle; no points if you have one.

Fish: 500

Frog: 500

Gold bat: 30000

Gold chest: 1000

Letter: 300

Mushroom: 1000

Melon: 100

Potion: 100 - you get these points only when you take the item while being normal.

Red gem: 100

Roasted chicken: 1000

Ruby: 50000

Small teddy: 5000

Snake: 500

Teddy: 1000

Toast: 200

Tomato: 100

Turnip: 100

Yellow gem: 100

Also, note that if you complete a mission and still have one or more vehicles with you, they will earn you bonus points regardless of their condition.

You get 1000 points if you are a mummy and collect a weapon.

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WEAPONS

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This is list of the weapons you get in the game and their symbol(letter). I

haven't included descriptions of each weapon as they're pretty easy to guess just with the name.

Heavy Machine Gun - [H]

Enemy Chaser - [C]

Rocket Launcher - [R]

Laser Gun - [L]

Flame Shot - [F]

Shotgun - [S]

Iron Lizard - [I]

Drop Shot - [D]

Super Grenade - [G] ---> yup, finally verified that great weapon!

GerK <gerk62@yahoo.com> reminds me that there are also bigger versions of some of the weapons which were originally found in Metal Slug 2. Well, this is one of the changes that SNK have added in this new edition. These stronger weapons are represented by pulsating letters and they disappear after a very short time! Here's the list of the weapons for which this cool feature applies: heavy machine gun, rocket launcher, laser gun, flame shot, and shotgun.

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HINTS AND TIPS
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- When you begin a mission and are coming slowly down because of the parachute, you can fire a shot to make the parachute disappear and fall down more quickly.
- When you're facing a single soldier, better use your close attack. You will thus save ammo.
- Your weapons (except the regular pistol) have limited ammo. Don't waste them by keeping on shooting like mad even when there's no enemies around (I've seen some people do this).
- In Metal Slug X, the vehicles you can use (except the Camel) have a life-bar which decreases as you are hit. Take good notice of this. When your vehicle is about to explode, use your Metal Slug Attack to kill on-screen enemies (great against bosses).
- Some vehicles can lose their weapons. When this happens, just use your Metal Slug Attack as you won't need it then.
- Some bosses use a lot of weapons against you. Better destroy these first before concentrating on the main thing. You'll have less chances of being hit then.
- Try shooting Rumi's bag to get more power-ups but you should probably know that it doesn't always work.

- Check out the drawings during the loading times. They're very funny. ^_^
- And finally, good luck. If you're careful and pay attention, you can finish the game without using any continues and with an amazing score.

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FREQUENTLY ASKED QUESTIONS

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Q: What is the Big status?

A: The Big status occurs when you eat too much items in succession. This can happen to any character. However, it doesn't occur if you are in a vehicle while taking the items. When you are big, you move slower (obviously) and you need to be careful when jumping. Your weapons also do more damage as well as your bombs. To become normal again, you need to take a specific item...or die!

Q: What is this Metal Slug Attack about?

A: The Metal Slug Attack is a feature which you use with any vehicle in the game except the Camel since it is an animal. By using the Metal Slug Attack, you will launch the vehicle at the enemy and it will do considerable damage too. However, the vehicle will be destroyed in the process and you'll lose it.

Q: Is there only one way to get out of the Zombie Status?

A: Yes. You get cured only with the Antidote which can be found at various places in Mission 2. There is another way though but it'll cost you one life. ^_^

Q: How do I get the Another Mission mode?

A: You need to beat the game first. Another Mission will then appear on the menu. You can also choose your mission in Arcade mode then.

Q: Will there be another Metal Slug?

A: Definitely! Good news Metal Slug fans, it's official! A Metal Slug 4 is in preparation! Yeah, 4!! Gerkm reminds me that 3 has been out a long time now and it is true that many people tend to confuse X with 3. Hope your question's been answered now!

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THE END

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