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Nintendo

GAME BOY COLOR



CGB-BMGE-USA

**METAL GEAR**  
SOLID

INSTRUCTION BOOKLET

ONLY FOR  
GAME BOY  
COLOR

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## Infiltration

### "Evade enemy detection every step of the way - Maximum Thrills"

You are special operative Solid Snake, charged with lone infiltration of the fortress Galvade. If you are spotted by an enemy soldier, reinforcements will be called in and you will find yourself under heavy attack. Keep out of this no-win situation to avoid unnecessary confrontations. Your first priority is to remain undetected.

## Prologue

Early 21st century. An incident of unprecedented magnitude sends shockwaves through the highest levels of the U.S. government: A prototype bipedal armored vehicle, Metal Gear, has been seized along with its nuclear payload by an armed group. In a radical response to this crisis situation, the government calls in Solid Snake, the master saboteur who singlehandedly brought down the fortress state of Outer Heaven seven years ago.

## Starting the Game



Insert the Game Pak into the Game Boy Color unit and turn on the power. Select a menu item with the Control Pad, and confirm selection with the A Button. If no button is pressed the Prologue Demo will begin.

### [NEW GAME]

Start the Story Mode from the beginning.

### [CONTINUE]

Continue the Story Mode from where the game was last saved.

### [STAGE SELECT]

Select a previously cleared stage and play it.

### [VR TRAINING]

Build up your espionage skills inside the VR Training facility.

### [VS BATTLE]

Use the Game Link Cable (sold separately) to play in the versus mode.

### [OPTION]

Configure various game settings.

## Game Controls

### Control Pad

Move Solid Snake  
Move the cursor

- Press and hold the Control Pad when facing a wall to flatten against it. Snake can move while flattened against the wall.

### SELECT

Open the Menu Screen

Control Pad ←→: Equip Weapons  
Control Pad ↑↓: Equip Items  
START: Use the Codec



### A Button

Enter

**Punch button:**

Attack enemy guards, push buttons

**When flattened against a wall:**

Make a noise

### B Button

Cancel

**Weapon:**

Use weapon (Only when equipped)

**When flattened against a wall:**

Scout (Scroll the screen)

### START

Push to switch between  
Crawl ↔ Standing

## Crawl

[START]

Use the crawl function while in grasslands and swamps to hide from the enemy. The crawl function is also used to enter ducts and hide under tables etc.

## Using the elevator

Using the A Button, punch the panel next to the elevator door to call the elevator. Enter the elevator, punch the arrow panel inside, and indicate the destination. Hit the arrow panel again to start the elevator moving.

## Flatten

Scout

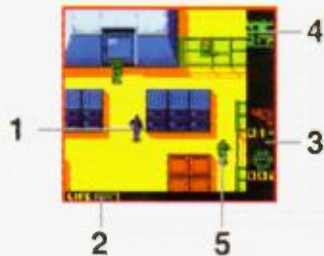
**Make noise :**

Upon hearing noise, enemy soldiers will walk over to the source to investigate.

**Move while flattened :**

Move while flattened against the wall to clear spaces too narrow to run through.

## The Game Screen



### 1. Solid Snake

This is "Solid Snake", the player's character.

### 2. Life Gauge

Solid Snake's life indicator. If this gauge reaches 0 the game is over.

### 3. Equipment

Weapon: The weapon currently equipped and the number of rounds of ammunition.

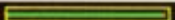
Item: The item currently equipped.

### 4. Radar

### 5. Enemy

This is an enemy character. Be careful when walking by enemies to avoid detection.

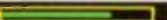
O2



### O2 (Oxygen) Gauge

Indicates the length of time Snake can hold his breath. Once the O2 gauge runs out, the life gauge begins to decrease. Wearing a gas mask in a gas area slows the rate at which the O2 gauge decreases.

ENEMY



### Enemy Boss Life Gauge

The enemy boss's life indicator. Defeating an enemy boss results in full recovery of Solid Snake's life gauge, and increases its maximum value, while also increasing the maximum capacity of ammunition that Snake can carry.

## Equipment

### How to Acquire Weapons and Items

Retrieve Item Boxes to acquire weapons and items.

A beep will sound and acquisition will fail when attempting to retrieve Item Boxes containing ammunition for weapons not yet possessed, or in-stock weapons and items for which the maximum capacity has been reached.



Weapon



Item



Ammunition



Ration

### How to Equip Weapons & Items

Press START during the game to open the Menu Screen.

Control Pad ←→: Equip Weapon

Control Pad ↑↓: Equip Item

- Using Rations: Select the Ration on the Item Select Screen and press the B Button

Weapon and item explanations will appear on-screen during selection.

## Security Level and the Radar

The countdown returns to 0

### Infiltration Mode

As long as Snake has not been discovered by enemy personnel or security cameras, he remains in the Infiltration Mode.



### Evasion Mode

In the Evasion Mode, enemy personnel have left their usual posts and rounds to look for Snake.



Discovery by the Enemy

Discovery by the Enemy

### Alert Mode

The Alert Mode refers to the mode in which Snake has been spotted by enemy personnel or security cameras.



Once the enemy has been shaken from Snake's trail, the countdown begins; the Evasion Mode starts when the count returns to 0.



### Frequency Jamming

The radar is inoperable due to electronic interference. Electronic devices such as security cameras and remote-controlled missiles are also rendered useless.

### Enemy Activity During the Infiltration Mode

In the Infiltration Mode, enemy soldiers patrol specific paths. They conduct visual and auditory sweeps of their patrol routes, looking for anything out of the ordinary.

Enemy sentries in the Infiltration Mode will leave their rounds to investigate whenever they hear any noise. This contingency is referred to as the "Noise Mode". When they are satisfied that the area is clear, the sentries return to their patrol routes. It is possible to intentionally make noise to decoy a sentry away from his post.

### Enemy Activity During the Alert Mode

In the Alert Mode, sentries will call for backup and launch an offensive against Snake. Once Snake has shaken off their pursuit, the Evasion Mode will begin.

The "Noise Mode" is not available when in Alert Mode.



Enemy Visual Range

### Enemy Activity During the Evasion Mode

The sentries will continue to search for Snake.

The "Noise Mode" can be used during the Evasion Mode and in Infiltration Mode, and can be used to lure enemy personnel away.

## The Codec



To display the Codec Screen, press SELECT to open the Menu Screen during the game and then press START.

The Codec allows Snake to keep in touch with his team and acquire hints for solving various problems and mysteries during the game.

### How to Use the Codec

#### 1. Adjust the frequency

Adjust the frequency by pressing the Control Pad ←→.

#### 2. Begin transmitting

Press the A Button after adjusting the frequency to begin transmission. If an incorrect frequency has been selected, a "No Response" message will be displayed.

##### • Selecting Assigned Frequencies from the Memory Window

Push the Control Pad ↓ when adjusting frequencies to display a Memory Window (a list of all persons who have received Snake's transmissions in the past). Select the person to raise by pressing ↑↓ on the Control Pad.

### About CALLS

Whenever Snake receives a call, the CALL sign will be displayed under the radar. Switch to the Codec Screen to receive the transmission. Many of these calls contain valuable hints and should not be missed.

## Saving

Saving is accomplished by communicating with Mei Ling. Only one data record can be kept for the Story Mode. In order to resume the game from the point at which it was last saved, select "CONTINUE" from the Main Menu.

\* In "Metal Gear Solid", saving refers to the preservation of conditions that existed at the time the player passed through the Continue Point (points that serve as junctions in the game such as the beginning of a stage or before a boss battle) immediately preceding the save.

## Game Over

The game is over once Solid Snake's life runs out. In addition, the game will be over if Snake falls in certain traps or pitfalls.

### [CONTINUE]

Continue the game from the location immediately preceding Continue Point (\*). There is no limit to the number of Continues.

### [EXIT]

Return to the Title Screen.

## Frequency List

Campbell	140.85	As the mission controller, he provides hints relevant to the game's progress.
Mei Ling	140.96	A student who serves as Snake's technical support, she is in charge of saving.
Weasel	141.80	A mercenary who provides information regarding enemy bosses and weapon use.
McBride	141.52	The Director of Operations, African Affairs, CIA. An expert on Gindran affairs.

## Stage Select

Replay a previously cleared stage.



### [NORMAL]

Play any stage with the same mission objective as in the Story Mode.



### [SPECIAL]

This option becomes available after clearing the Story Mode. Each stage can then be played with a mission objective different to the Story Mode.

After selecting the Stage and Mission number, press the A Button to display the mission objectives and begin the game.

## VR Training

Each mode has a "PRACTICE" and "TIME ATTACK (time limited)" mode. However, only "PRACTICE" may be selected from the beginning.



Clearance Rate (= the number of stages cleared/160 [total number of stages])

### [SNEAKING MODE]

Practice your infiltration techniques.

#### NO WEAPON

Head for the goal without being discovered. The training is terminated if Snake is discovered.

#### Five-seven

The goal point materializes once you have taken out all enemy personnel. The training is terminated if Snake is discovered.

### [WEAPON MODE]

Practice your weapon skills. The goal point materializes once you have taken out all targets. Some options are not available for selection at the start.

### [ADVANCED MODE]

Practice both infiltration techniques and weapon skills. The goal point materializes once you have taken out all enemy personnel. Discovery by the enemy does not end the training session.

This mode cannot be selected from the beginning, but becomes available as the player becomes more adept at SNEAKING MODE and WEAPON MODE.



## VS Battle

### Link Games

In a link game, 2 players control their respective Snake on their Game Boy screen, and must compete to recover the 3 Data Discs located on each stage and then find the Goal. Once a player fulfills the Victory Conditions, the game outcome is decided in her/his favor and the game ends.

### Starting a Link Game

Please refer to the instruction manual for details on connecting Game Boy with the Game Link Cable.

1. **Select "VS BATTLE" on both linked Game Boys, and press the A Button to enter.**
2. **Select weapons.**  
Choose 2 weapons to be used in the link game. (The Five-seveN pistol and mines are equipped automatically. The player can select 2 more weapons.)  
The game will start once both players have selected "YES".

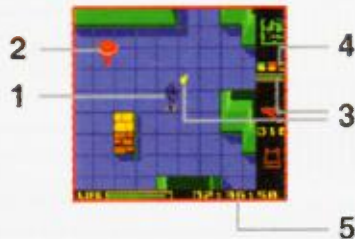
### The Controls

The controls are basically the same as those in the Story Mode, except that you cannot scout or make noise.

#### [Controls that differ in Scenario Mode]

- Control Pad ← → while pressing the A Button: Switch weapons  
Control Pad ↑ ↓ while pressing the A Button: Switch items  
**SELECT:** Turn the Direction Radar ON/OFF (Cannot be used if the Radar Gauge is empty)

### Screen Explanation



1. **Player Character**
2. **Target (WISP)**  
When destroyed the WISPs will drop Data Discs and other items.
3. **Direction Radar:**  
The arrow displays the direction of your opponent. The time remaining for radar use is displayed on the gauge.
4. **Data Disc:**  
Discs that you hold are displayed in green. Discs held by your opponent are displayed in red. Uncollected discs are displayed with a white outline.
5. **Time:**  
The game will end when the time remaining reaches 0.

**Pressing START while holding down SELECT:** Pause the game. To resume play, the player who initiated the Pause must press START.

#### [Weapons with different effects in Scenario Mode]

##### Five-seveN

Your opponent will be visible for 10 seconds after you hit him.

##### STUN GRENADE

Your opponent will be visible for 10 seconds if he is caught in the grenade blast.

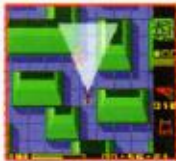
## Victory Conditions

The player who fulfills one of the below conditions is declared the winner.

- Reaching the goal while in possession of three Data Discs.
- The other player dies (Life decreases to 0) three times.
- Has the greater number of Data Discs when the time runs out.

## Visual Range

The players have specific fields of vision. Your opponent is only visible under certain conditions:



- When your opponent enters your visual range. Once out of range, your opponent will remain visible for 5 seconds.
- When weapons or items with special properties are used your opponent will be visible for a limited time.
- You will lose sight of your opponent for 2 seconds when you find yourself under attack.

*\*The effect of an attack is the same, regardless of whether you can see your opponent or not.*

## The Goal

Once one of the players acquires all 3 Data Discs, goals will materialize in four map locations. There is only one real goal - the other three are decoys. The real goal and the decoys are indistinguishable.



- When a player in possession of three Data Discs comes into contact with a decoy goal, a beep will sound and the goal will disappear.
- If a WISP is destroyed while the goals are displayed, a Goal-Shuffle item may appear. Pick up this item to shuffle the real goal and the decoy goals.

## Data Discs



- The Data Discs will appear on the map when the Target (WISP) has been destroyed.
- If a player dies while in possession of any Data Discs, the Discs will be lost and redistributed to the WISPs on the map screen.

### ● Link Game Caution ●

It is not possible to play a Link Game with two Game Paks localized for different regions.