



U/SNS-AWME-USA



METAL WARRIOR

TM

INSTRUCTION BOOKLET



SUPER NINTENDO
ENTERTAINMENT SYSTEM

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WELCOME TO A DARK FUTURE...

The end of the Earth is near—unless you help by taking up the mantle of leadership for the Free Earth forces. A powerful allegiance of aliens—The Dark Axis—is overtaking smaller, weaker planets in it's quest for galactic domination. Will you let them have Earth, or will you stand and fight as a true METAL WARRIOR?

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WELCOME TO A DARK FUTURE...

The planet Earth has come under a new political system—the United Earth Government. The planet has been operating peacefully—for the most part—for over fifty years. Democracy has become the globally accepted form of government, and technology has been refined from its crude forms in the late 20th century to enhance the quality of life for all humans across the planet.

Nonetheless, for three years now the U.E.G. military outposts have been waging a war with the Dark Axis, led by Venkar Amon. This cold-blooded dictator has been enslaving or destroying smaller planets around the galaxy for over thirteen years, and has now set sights on ruling Earth. The Dark Axis forces have almost succeeded in their goal, but the Free Earth Forces have held on to key military outposts in the solar system and have even managed to capture a few Axis battledroids—the robotic suits of armor which became the dominant technology of warfare since the first 'droids were developed in 2055. Now, the Amon-led Axis forces are about to breach Earth's defenses and set up Earth-based stations, which would spell certain doom for the U.E.G. and all humans.

Join in the fight as a defender of the Earth and use your battledroid weaponry to be a true METAL WARRIOR. Every moment counts!



HOW TO PLAY METAL WARRIORS

METAL WARRIORS has two modes of play:

- 1) One player story mode;
- 2) Two player competitive mode

The one player story mode consists of 9 different combat missions. During the one player mode, the player will have to master several of the six different battledroid robots in order to finish the game.

The two player competitive mode allows the players to select any of the six robots and battle each other. There are numerous different two player battlefields. Some two player battlefields have extra empty robots that players can take control of if their 'droid is destroyed.

SETTING-UP YOUR GAME

With your Super NES® turned OFF, insert the game pak into the game unit. Turn the power ON. The legal screens will appear, followed by the game story. Press START to skip the story—although we encourage you to watch through at least once to enhance your gaming experience.

After the story, the logo screen will appear. Select ONE PLAYER, TWO PLAYERS, or go to the OPTIONS mode.

OPTIONS

Highlight the option you wish to change by using the control pad.

Controller Setup—Press any button to enter Controller Setup mode.

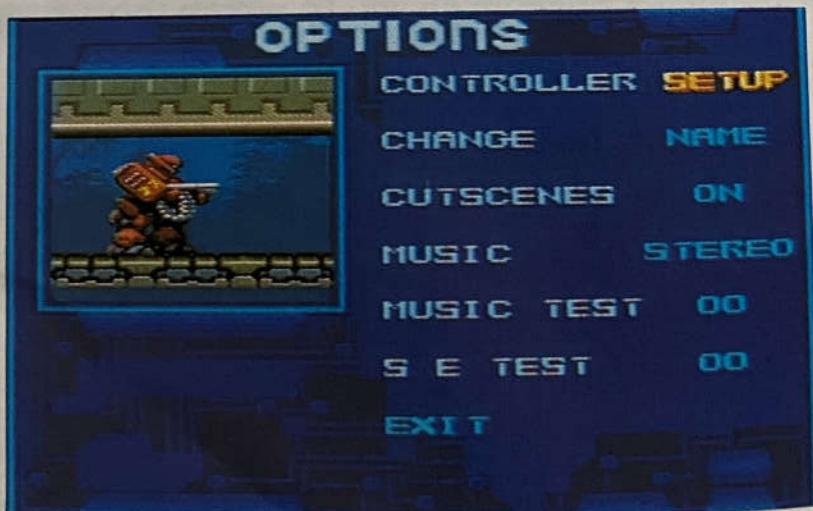
Player: Press $\leftarrow \rightarrow$ on the control pad to select P1 or P2

Robot: Press $\leftarrow \rightarrow$ on the control pad to cycle through the robots

Button settings: Highlight the button you wish to change and simply press the button you wish to change it to. Continue until you have the settings to your liking.

Press SELECT to enter the practice mode. You can control the robot in the small box on the screen. This allows you to test out your new settings before entering a real combat situation. Press SELECT again to exit the practice mode.

Note: Changing button settings for one robot does not affect all other battledroids. You must change settings for each one individually.



Options screen

When you are finished changing the button settings, select EXIT to return to the Options screen.

Change Name—Press any button to enter the Name Change mode. Select letters with the control pad and press a button to lock them into place. Select the (CRRT) and press a button when finished.

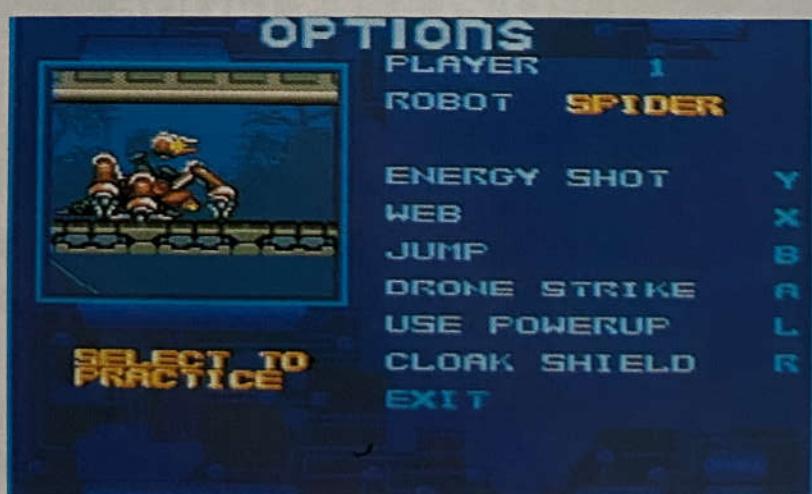
Cut scenes—Press $\leftarrow \rightarrow$ on control pad to turn scenes on/off.

Music—Press $\leftarrow \rightarrow$ on control pad to select STEREO or MONAURAL.

Music test—Press $\leftarrow \rightarrow$ on control pad to select a music track. Press any button to listen.

Sound test—Press $\leftarrow \rightarrow$ on control pad to select a sound effect. Press any button to listen.

Select exit to return to the title screen.



Controller setup screen

ONE PLAYER MODE

Select the ONE PLAYER option. In this mode you will be briefed as to your mission objectives immediately prior to battle. It is your responsibility to carry out these objectives as quickly as possible. Only by completing all nine missions will the Free Earth forces triumph. It is your duty—and destiny—to fight for yourself, your friends and family, and most importantly—a FREE EARTH! Good luck, warrior.

Mission Log:

- MISSION 1 "RESCUE AT AXIS 5"
- MISSION 2 "BOARDING PARTY"
- MISSION 3 "WAR ON THE ROCK"
- MISSION 4 "SHIP DEFENSE"
- MISSION 5 "FRONTAL ASSAULT"
- MISSION 6 "JUNGLE WAR"
- MISSION 7 "FIRE"
- MISSION 8 "THE TOWER"
- LAST MISSION "FINAL ASSAULT"

TWO PLAYER MODE

In the two-player game you and your opponent each select a Battledroid unit to use. Your goal is simple: destroy your opponent. Player One will appear on the top half of the screen and Player Two will be on the bottom. Each player should follow the arrows indicating the direction of the enemy unit in order to locate the other player. Player One should watch the red arrow, and Player Two should watch the blue arrow. The loser of each battle will get to select:

New Battlefield—take the fight to a new arena

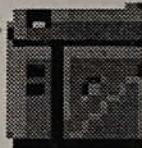
Scramble—randomly picks a new battlefield and 'droid for each player

Same Fight—replay the same fight

Quit—exit

GAME FEATURES & POWER-UPS

- **DAMAGE**—There are no life bars in the game. The robot shows its damage. First, it will dent and turn dark. When it starts to spark you can't use power-ups, except for Repair Units. If your arms fall off, your offensive power is gone. If the Robot is killed with you in it, you are dead. Don't be afraid to bail out of a failing robot—you may find an empty suit somewhere else.
- **ON/OFF SWITCHES**—Sometimes players are required to exit the robot to open doors or lower force fields. Look for switches that can be turned on/off by the player's Robot Pilot. You must stand near the switch until the pilot finishes activating the switch.
- **POWER-UPS**—Power-ups appear in gray boxes. Shoot them to open them. Walk over the item to pick it up. Some power-ups are generated on spots marked "PORT" in the game. Ports continue to produce power-ups after you take one. Learning to use the ports is a big advantage in two-player mode.



POWER-UPS INCLUDE:



Bouncing Bullets: Bullets bounce off walls. Takes effect when picked up.



Seeking Bullets: Bullets track nearest target. Takes effect when picked up.



Repair Unit: Repairs all damage on robot. Takes effect when picked up.



Grenade Pack: Pickup to mount on robot. L BUTTON Fires grenade. Lasts short time so keep firing!



Deadlier Bullets: Increases damage of shot by number indicated. Takes effect when picked up.



* **Land Mines:** Pickup to mount on robot. L BUTTON fires land mines which stick on undamaged ground. Last till stepped on by either player.

* **Time Bombs:** Pickup to mount on robot. L BUTTON fires time delayed bombs. When little counter on bomb reaches 0. Bomb does lots of damage to either player standing near.



Reverse Gravity: Pickup to mount on robot. Changes gravity for that robot. Robots can walk on ceilings. Pressing the L BUTTON activates and deactivates this power. Lasts for a short time.

Rockets: Pickup to mount on robot. L BUTTON fires Rockets. Rockets can blow down some walls. Lasts for a short time so use'em or lose'em!



Z-max: Pick up to mount on robot. Press the L BUTTON to activate. Z-max lasts for a short time, boosting movement, jumping ability, damage capacity, and weapon speed.

* Available in two-player mode only

CONTROLLER SETTINGS (DEFAULTS)

Control pad: Move robots and aim guns

A, B, X, Y buttons: See descriptions of each battledroid for specific instructions

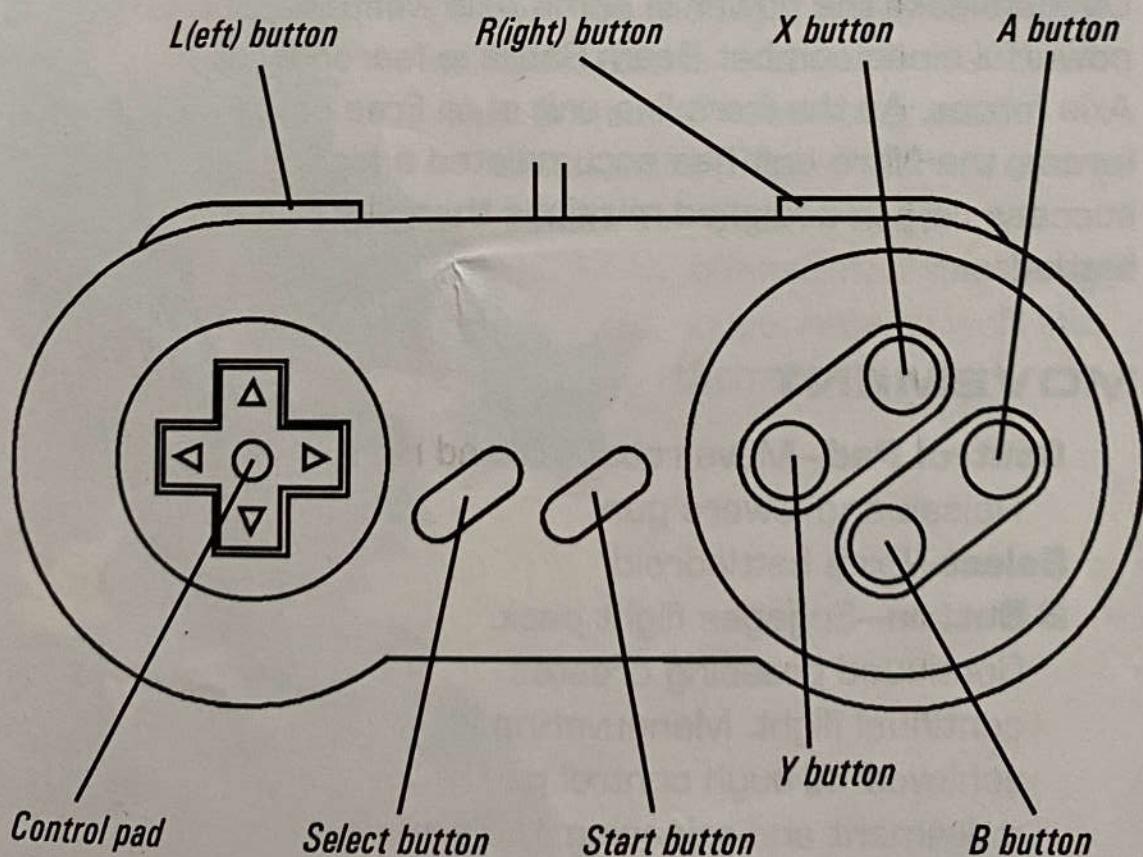
Start button:

- In 1 Player mode START pauses the game and brings up an area map, highlighting the direction you need to move in to accomplish your mission objectives
- In 2 Player mode START pauses the game

Select button: Exit & enter battledroid unit

After exiting battledroid unit:

- **Control pad**—Move pilot and aim gun
- **Y button**—Fire gun
- **B button**—Press and hold to activate jet pack



THE WARRIOR'S WEAPONS

There are six different "battledroids" which you can use in your quest to defeat the Dark Axis. The battledroids are highly sophisticated robotic combinations of arms and armor. Their purpose is to give you the ultimate offensive and defensive advantage during combat—turning you into full-blown METAL WARRIORS.

Note: In One Player mode you cannot choose which robot you use. However, you can find other robots on certain levels.

NITRO

The latest in technology, the Nitro X7 Battledroid gives the Free Earth forces the strength they need to combat the five to one numerical advantage of the Axis forces. Nitro combines state-of-the-art fusion powered weaponry and flight systems to create the most versatile combat unit of the war. Nitro's still experimental Fusion Energy Cannon lacks the power of some Axis weapons, but its powerful close combat Beam Sabre is feared by all Axis forces. As the front line unit of all Free Earth forces, the Nitro unit has accumulated a higher success rate in assigned missions than any other battledroid.

MOVEMENT

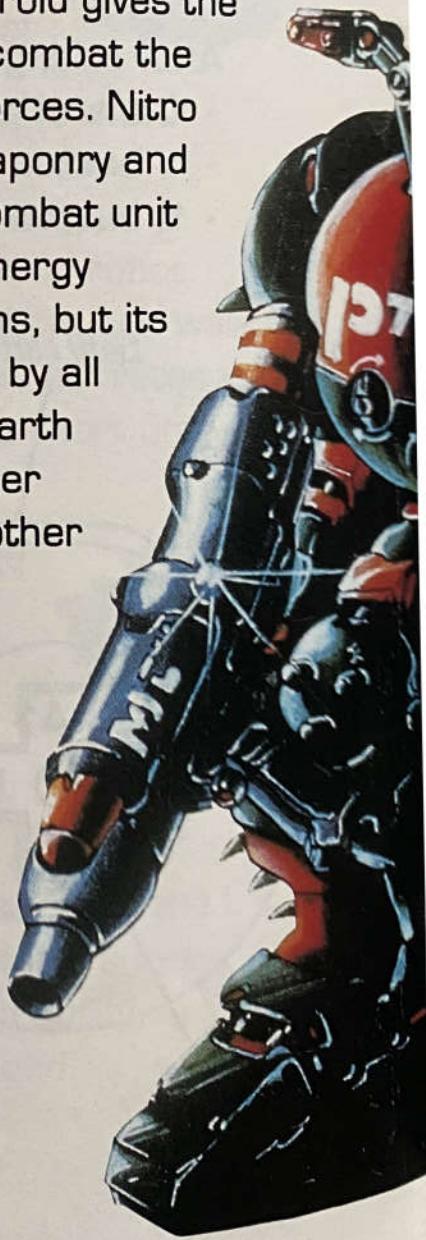
Control Pad—Move robot left and right.

Raises and lowers gun.

Select—Exits battledroid.

B Button—Engages flight pack.

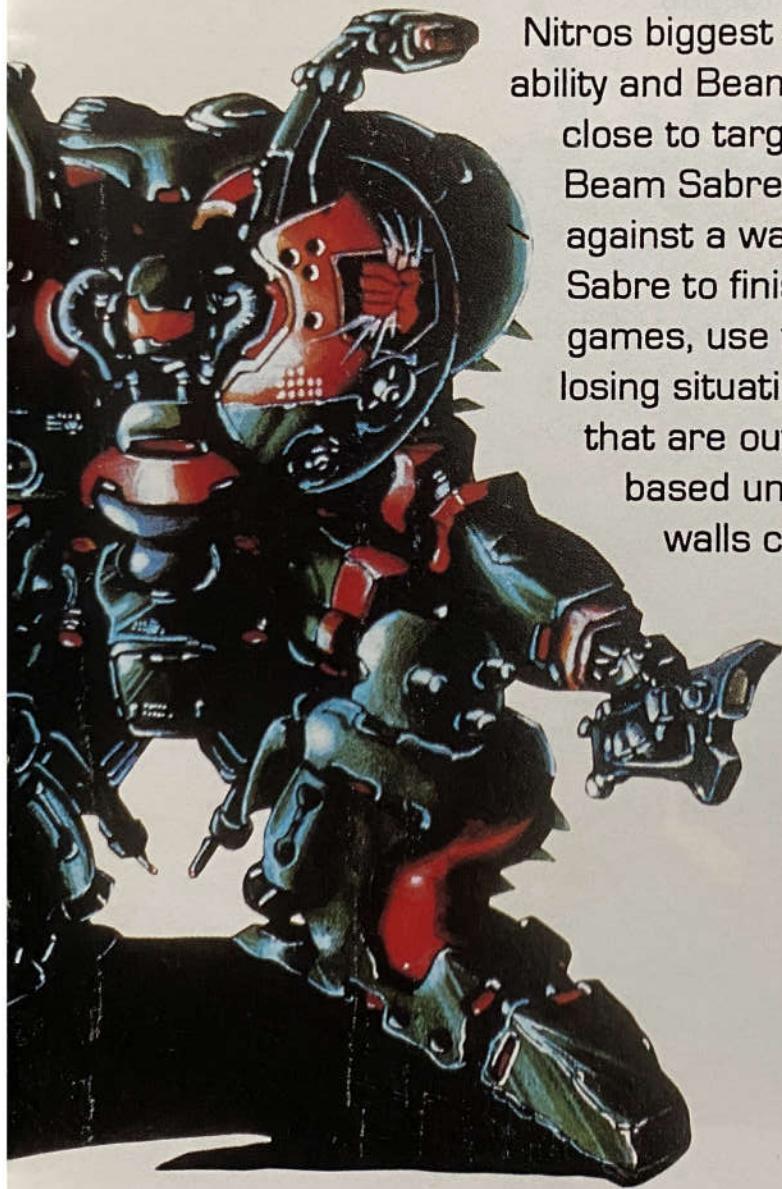
Continued pressing creates continual flight. Maneuvering is achieved through control pad movement and releasing and pressing button.



WEAPONS

- Y Button**—Fires Fusion Energy Cannon.
- X Button**—Places temporary energy shield wall. Only one at a time.
- A Button**—Swing Beam Sabre in slash motion.
- A Button + ←→ Control Pad**—Jab with Beam Sabre.
- A Button + ↑ Control Pad**—Upward swing with Beam Sabre.
- L Button**—Use power-up if Battledroid has one.
- R Button**—Use single direction shield.

STRATEGY TIPS



Nitros biggest strengths are its flight ability and Beam Sabre. Use flight to land close to targets and attack with the Beam Sabre. If you pin an opponent against a wall, just use the Beam Sabre to finish them off. In two player games, use the flight ability to escape losing situations, and get power-ups that are out of reach of ground based units. The temporary energy walls can also be used offensively if you can get opponents to walk into them.

HAVOC

The Havoc battledroid combines inexpensive technology and simple design to create a durable and dangerous front line fighter. Havoc's offensive firepower comes from a low-tech (but still deadly) Full-Auto Machine Rifle. Though lacking the flight capabilities of Free Earth's Nitro units, Havoc possesses jet-powered zip rollers that can propel it at speeds close to 60 miles per hour. As the "Shock Troops" of the Axis forces, Havoc provides the superiority in speed and firepower necessary to overcome enemy ground forces. Havoc units are responsible for capturing 85% of Earth positions currently occupied by Axis forces.

MOVEMENT

Control Pad—Move robot left/right. Raise and lower gun.

Select—Exits battledroid

B Button—Holding causes battledroid to jump. Press and hold for higher jump. This robot has minimal flight capability.

X Button + ←→ Control Pad—Moves robot at high speed.

WEAPONS

Y Button—Fires Machine Rifle

A button—Use Blade Chain. Press and hold the A button to execute a forward-slash/spin-slash combination.

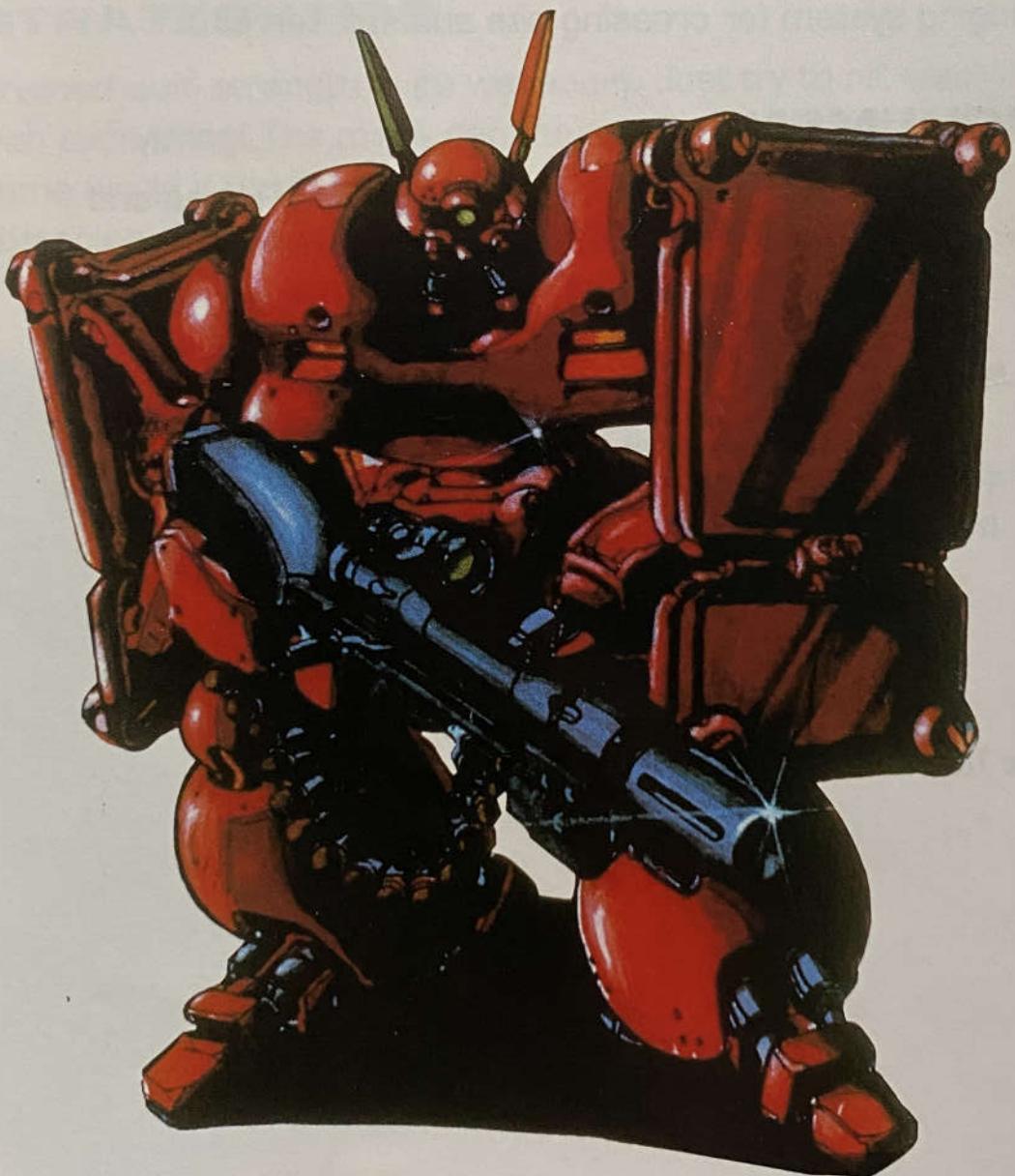
A Button + ↑ Control Pad—Upward strike with Chain Blade.

L Button—Use power-up

R Button—Use single direction shield.

STRATEGY TIPS

Havoc's gun is his biggest strength, it is powerful, easy to hit with and has a high rate of fire. The Blade Chain though not as powerful as Nitro's Beam Sabre has a better range, also its upward strike can be useful against opponents standing above you. In two player games use the speed movement to avoid dangerous enemy attacks such as DRACHE's power dive attack.



PROMETHEUS

Built by Hertzog industries and sold independently to both Axis and Earth forces before the war started, the Prometheus unit has been used effectively by both sides. Weighing in at over 150 tons, the Prometheus is the heaviest and slowest battledroid in operation. What Prometheus lacks in speed, it makes up in firepower. The units are armed with "Colossus" S13 mega-cannons firing highly explosive Area Effect Shells, Air Defense Mines and a close range Flame Cannon. Weight and mobility restrictions forced Prometheus' designers to equip it with a compact bridging system for crossing pits and soft terrain.

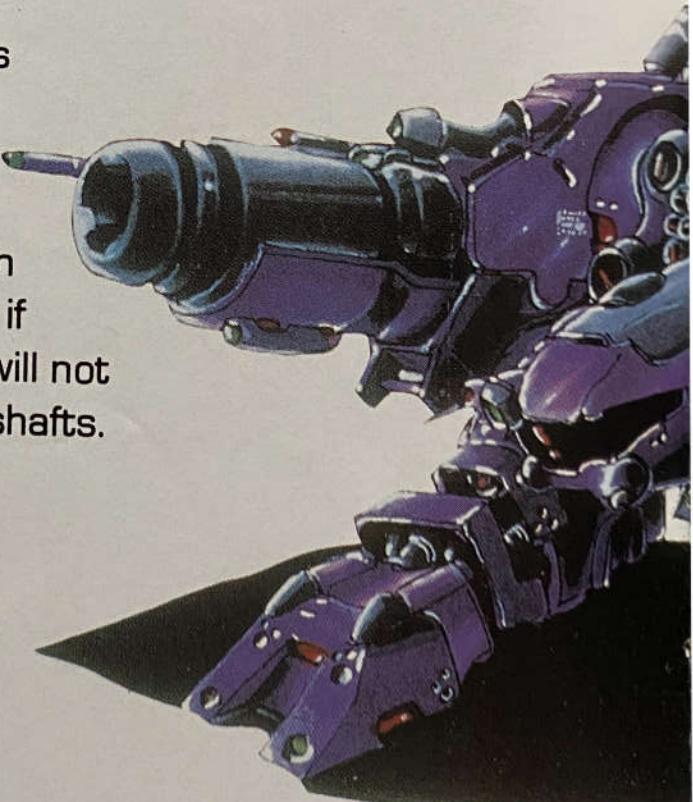
MOVEMENT

Control Pad—Move robot left and right. Raises and lowers gun.

Select—Exits battledroid

B Button—Holding causes battledroid to create a solid bridge to fill any holes in the terrain ahead of it. The B button will continue to fill holes if held down. However, it will not bridge across elevator shafts.

Note: This unit cannot jump or fly.



WEAPONS

Y Button—Hold to fire mega cannon. Releasing button or impact by shell detonates area effect of shell.

X Button—Releases aerial mine.

A Button—Use Flame Cannon. Holding button produces a continuous flame.

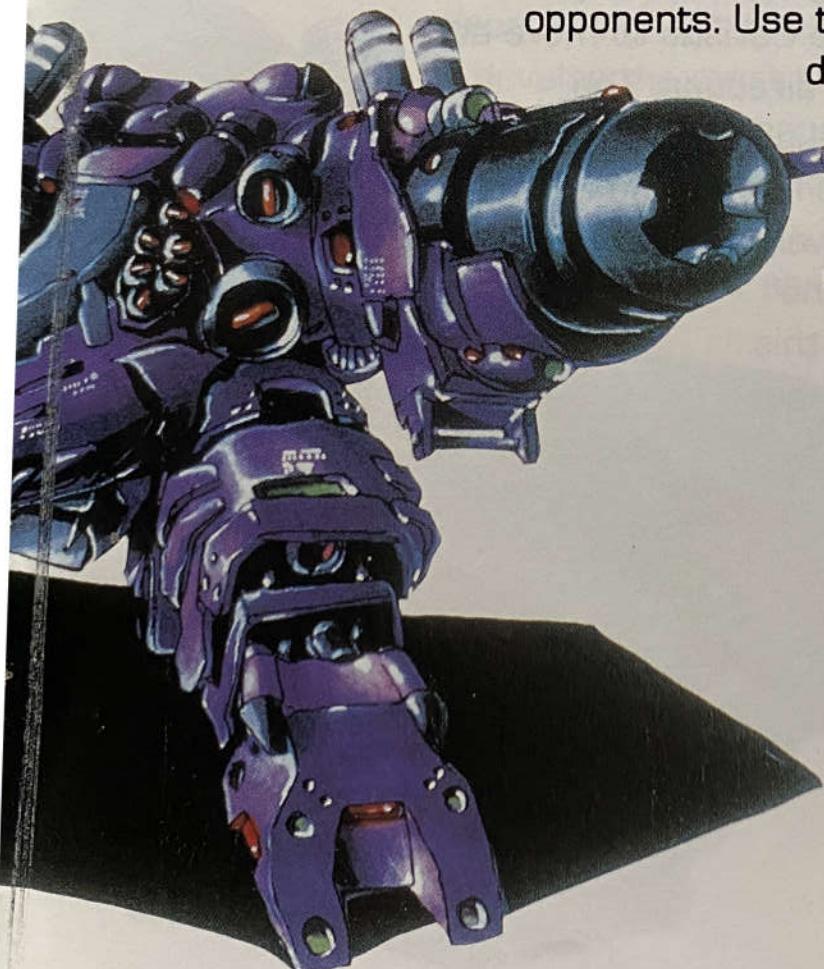
L Button—Use power-up.

R Button—Activating the full surrounding shield not only reduces incoming damage, but does damage to opponents in contact with it.

STRATEGY TIPS

Prometheus' strength is its weaponry. Just try to hit enemies with everything! The mega cannon can fire across the entire game world if the button is held down and it doesn't hit any obstacles. Fire aerial mines constantly when battling flying

opponents. Use the Flame Cannon to deter close-range attacks. Reverse Gravity and Super-max power-ups are very valuable.



BALLISTIC

This battledroid is basically a special heavy-assault and mobile gun platform used to provide heavy fire power for attacking Havoc units. Ballistic is armed with a special High Energy Plasma Cannon that is unmatched by any battledroid mounted weaponry. Axis forces usually operate one of these units for each platoon of Havoc battledroids. Its ability to fold-up into a ball form and move quickly allows it to reposition and keep up with the fast Havoc units.

MOVEMENT

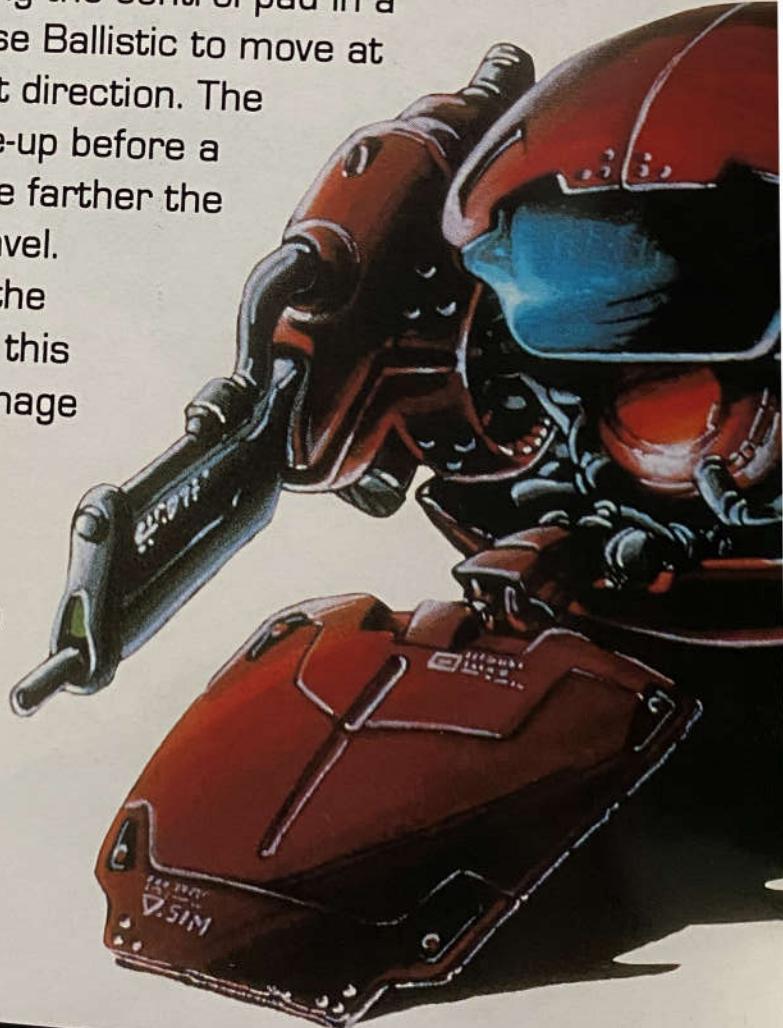
Control Pad—Move robot left and right in ball form.
Raises and lowers gun when firing.

Select—Exits battledroid.

A Button—Pressing this button begins a high-speed charge-up. Pushing the control pad in a direction will cause Ballistic to move at high speed in that direction. The longer the charge-up before a direction is hit, the farther the battledroid will travel.

Opponents hit by the battledroid during this move will take damage from being rammed.

B Button—Causes battledroid to jump up. Press and hold for a higher jump.



WEAPONS

Y Button—Fires Machine Rifle

X Button—Holding down for a second charges the Plasma Cannon. When a small energy charge is visible, releasing the X button fires a quick burst of powerful plasma shots. Holding and releasing when a big energy charge is visible causes a huge plasma shot to be fired.

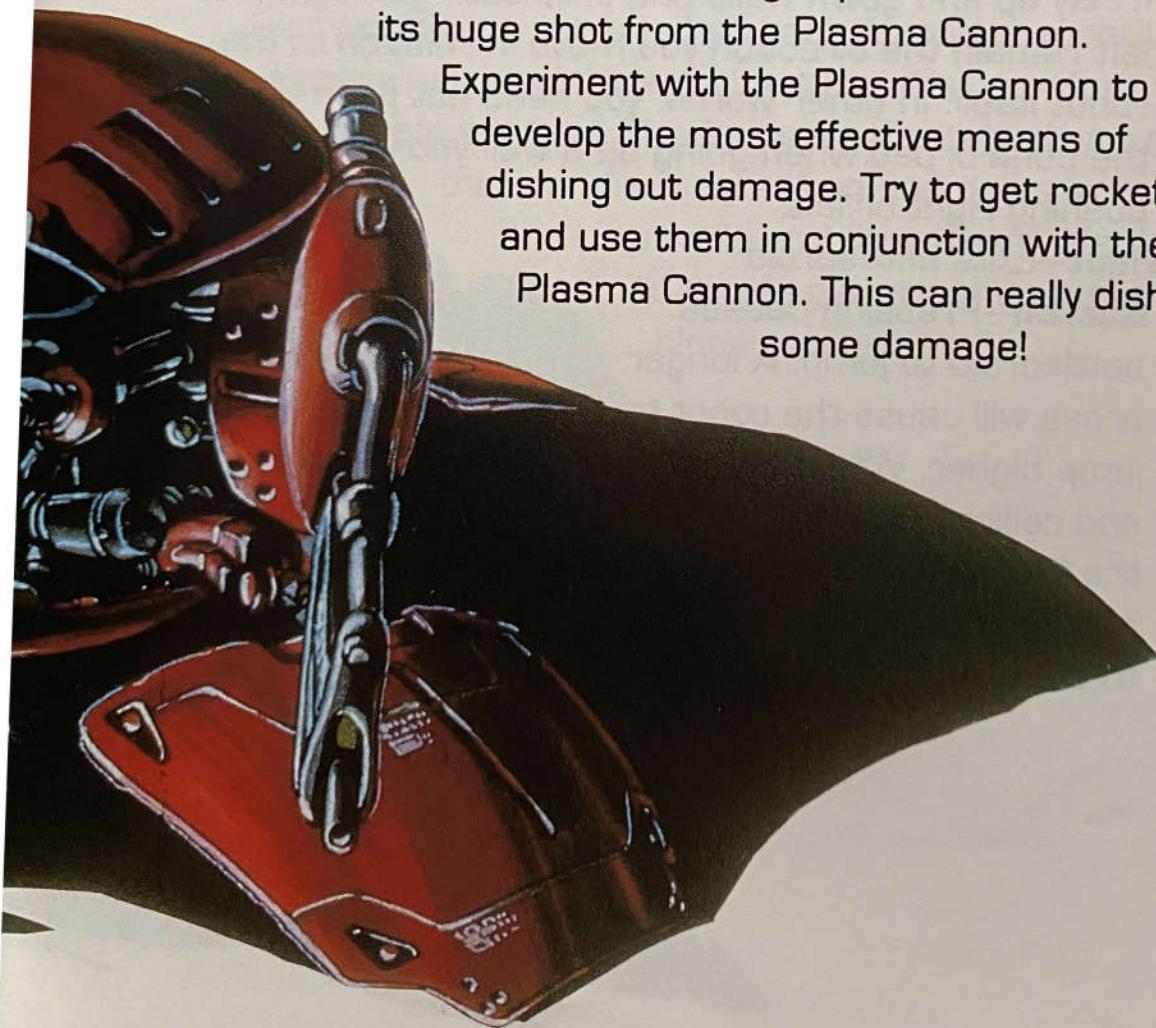
L Button—Use Power-up

R Button—Activate single-direction shield.

STRATEGY TIPS

Though tough to master, Ballistic can be highly effective in the hands of a skilled player. Ballistic's greatest strengths are its ramming attack—via the high speed movement—and its huge shot from the Plasma Cannon.

Experiment with the Plasma Cannon to develop the most effective means of dishing out damage. Try to get rockets and use them in conjunction with the Plasma Cannon. This can really dish out some damage!



SPIDER

Spider is an unusual battledroid used by Axis forces for Commando operations. It has the ability to stick to surfaces, allowing it to traverse walls and ceilings as easy as floors. It can also essentially turn invisible when not moving. The difficulty in piloting the Spider has limited its use to just a few sneak raids against rear-line positions. Though it has seen little front line operations against the enemy, in the hands of a skilled pilot it can be a highly dangerous opponent. All Spider units are equipped with a Battle Drone which hovers over the pilot's cockpit to provide offensive firepower.

MOVEMENT

Control Pad—Move robot left and right. Robot will move freely up and down walls and onto ceilings. Right and left remain the direction you move in relation to the robot itself. In other words, you need not push up on the control pad when going up a wall you just keep pushing right or left.

Select—Exits battledroid

B Button—Pressing causes battledroid to jump. A longer press will cause the robot to jump higher. When on walls and ceilings, a jump will cause the Spider to leave the surface and fall back to the ground.



WEAPONS

Y Button—Fires Drone's energy shot.

X Button—When a small yellow dot is visible on the Spider's gun, a web can be fired. The web travels until the button is released. Once released, the web opens, creating a sticky barrier. The web stops enemy robots for a short time, or until destroyed.

A Button—Drone strike.

A Button + Up Control Pad—Upward strike with Drone.

L Button—Use power-up.

R Button—Use cloak shield to turn invisible while the button is held down.

STRATEGY TIPS

The Spider does very well in close combat since it's sticky feet won't let it get knocked back. Use your mobility to escape bad situations and get power-ups before the other player does. The Spider is the only player robot that can fire rockets up and down by sticking to walls and firing them. Use a web to tangle players, then move in for close combat.



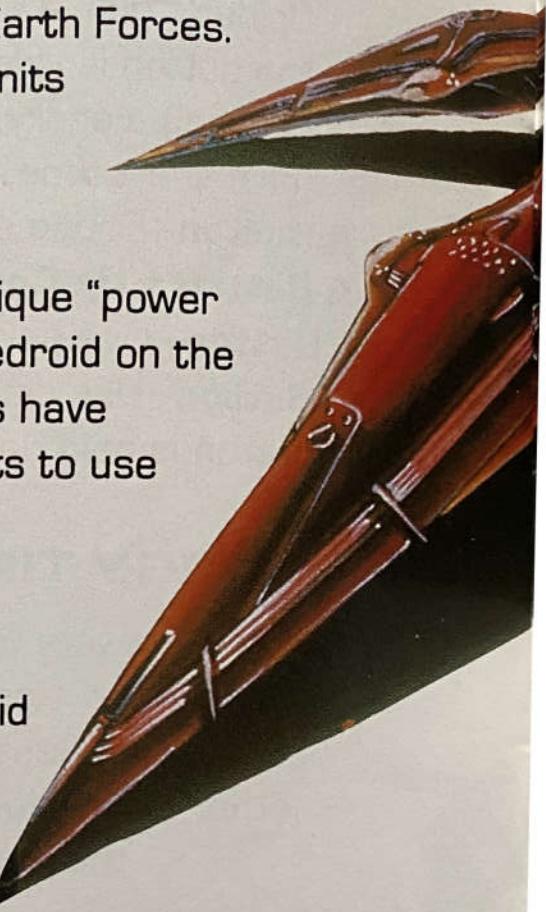
DRACHE

The most advanced full-flight battledroid, the prototype Drache will soon to be mass-produced in an attempt to completely crush the remaining Free Earth Forces.

The Drache promises to knock Nitro units

out of the air, and give Axis forces complete air domination. Faster and more maneuverable than all other

battledroids, the Drache features a unique "power dive" attack that can destroy any battledroid on the field. Fortunately, the Free Earth forces have managed to capture some Drache units to use against the Axis attackers.



MOVEMENT

Control Pad—Moves the battledroid the direction you push.

Select—Exit battledroid.

Note: You must land to exit the battledroid.

WEAPONS

Y Button—Fires gun to the left.

X Button—Fires gun up.

A Button—Fires gun to the right.

B Button—Fires gun down.

YX, XA, AB, YB—Combinations fire diagonally between the two pressed directions.

L Button—Use power-up.

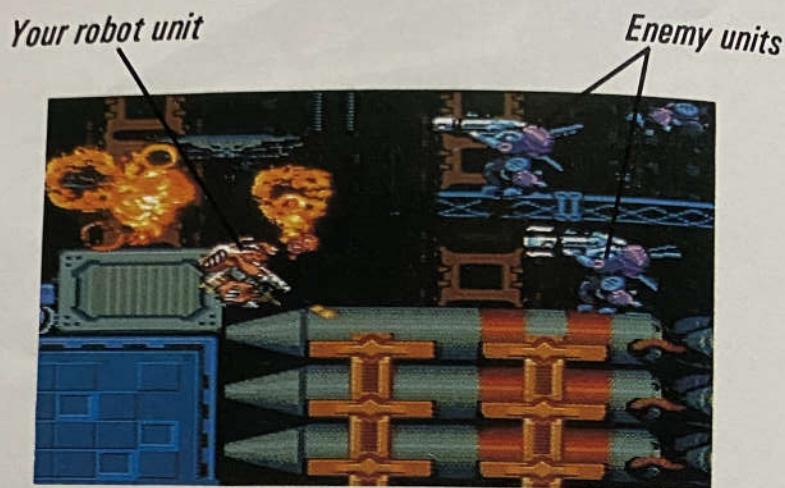
R Button—Use shield and cause robot to fall doing "Power dive" attack. Does damage to enemies under falling robot. The shield provides some protection from all directions.



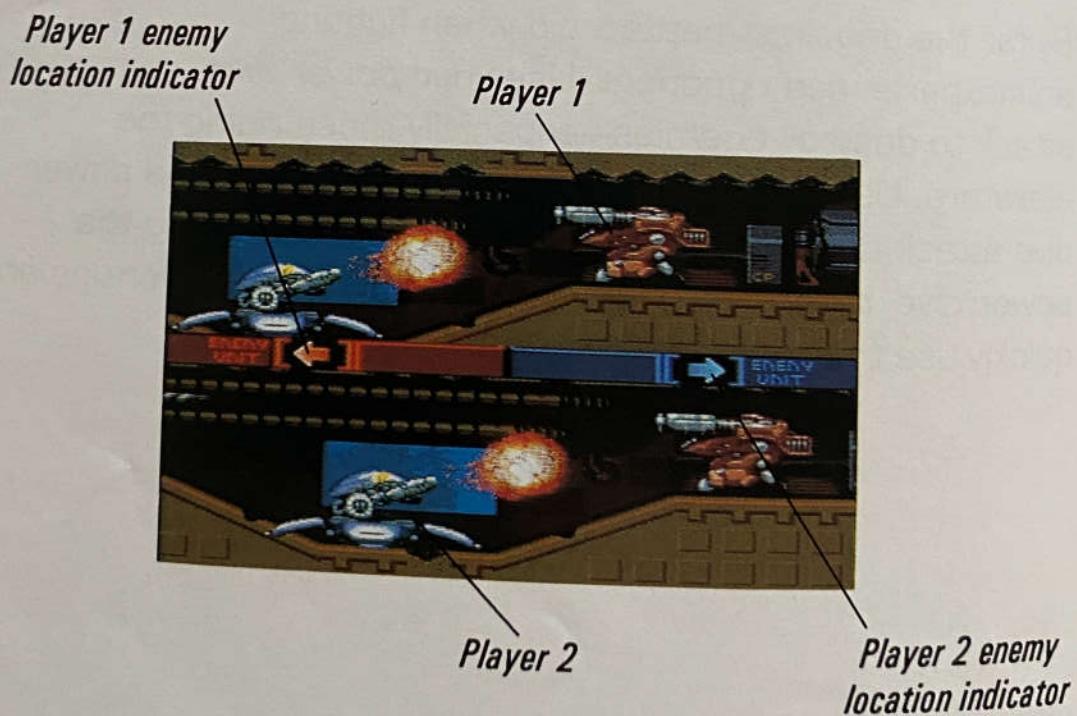
STRATEGY TIPS

By far the deadliest battledroid when fighting an inexperienced opponent. Use your *power dive* attack to destroy enemies—especially those riding the elevators. Use the Reverse Gravity power-up to do a power dive attack that goes upwards. If a player is avoiding the power dive, then use hit and run tactics to get power-ups and quickly use them.

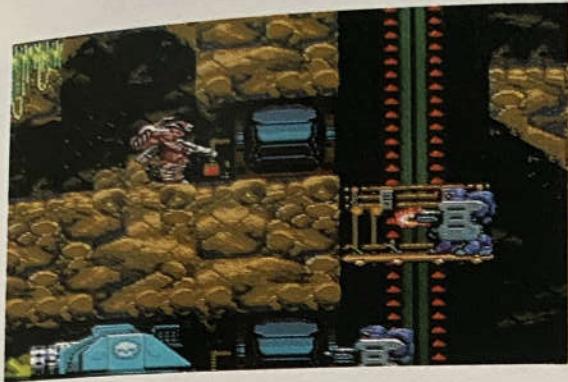
SCREEN SAMPLES



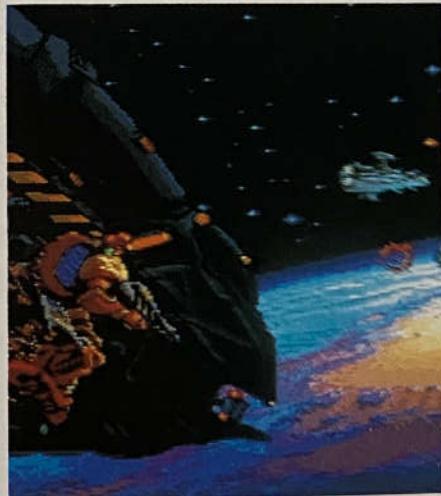
One player mode



Two player mode



Here is a sample of
some of the scenes
you will encounter
during your
adventures as a
**METAL
WARRIOR!**



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KONAMI GAME HINT AND TIP LINE:

1-900-896-HINT (4468)

- ☎ 85¢ per minute charge
- ☎ \$1.15 per minute support from a game counselor
- ☎ Touch tone phone required
- ☎ Minors must have parental permission before calling

Hints are available 24 hours a day. Live support Monday-Friday 8:30 A.M. to 5:00 P.M. CST only. Prices and availability subject to change. U.S. accessibility only.

If you experience technical problems with your *METAL WARRIORS™* game pak, try our Warranty Services number: (708) 215-5111.

Game counselors are available Mon.-Fri. 8:30 a.m. to 5:00 p.m. CST.

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CompuServe: To reach our Customer Support board in the Video Game Publishers Forum, type **Go VIDPUB** at any "!" prompt and access the Konami library. In addition to reading and sending messages, you can receive press releases, hints, codes and other files.

If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #374 for your FREE introductory membership and \$15 usage fee credit.

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