

METAL SLUG 4

METAL SLUG 5



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Here's one big "Kablam!" of thanks for buying SNK PLAYMORE USA's METAL SLUG 4 & METAL SLUG 5 for the PlayStation®2 computer entertainment system. Before beginning, please read through the user's manual carefully to get the most enjoyment from each game.

TABLE OF CONTENTS

GETTING STARTED2

STARTING UP3

METAL SLUG 4

STORY4

BEGINNING GAME PLAY5

METAL SLUG 5

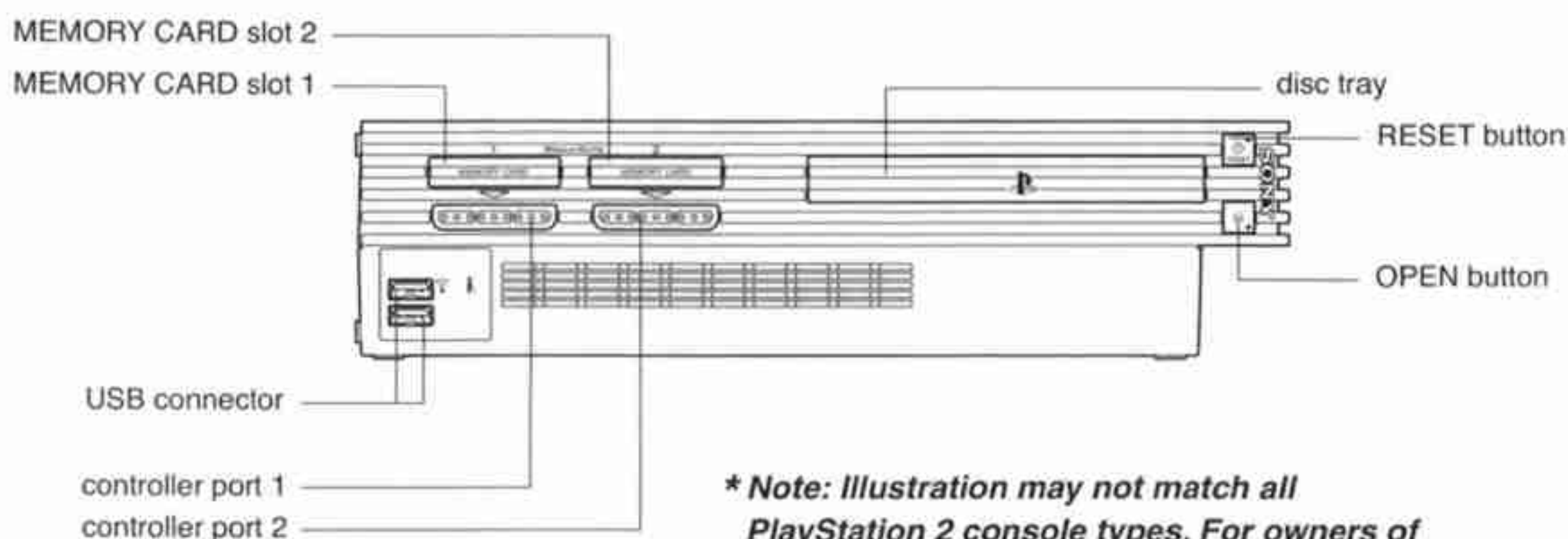
STORY6

BEGINNING GAME PLAY7

MAIN GAME SCREEN8

CHARACTERS10,11

GETTING STARTED



** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the METAL SLUG 4 & METAL SLUG 5 disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

**This game is designed for use with the separately sold PlayStation 2 Memory Card (8MB). Do not turn the PlayStation 2 console off or try to remove the PlayStation 2 Memory Card (8MB) while saving and loading game data.*

Both games are for one to two players and can be used with a DUALSHOCK analog controller and a DUALSHOCK 2 analog controller. When playing the game, insert the controller you want to use into PlayStation 2 Slot 1. When playing with a second player, insert another controller into PlayStation 2 Slot 2.

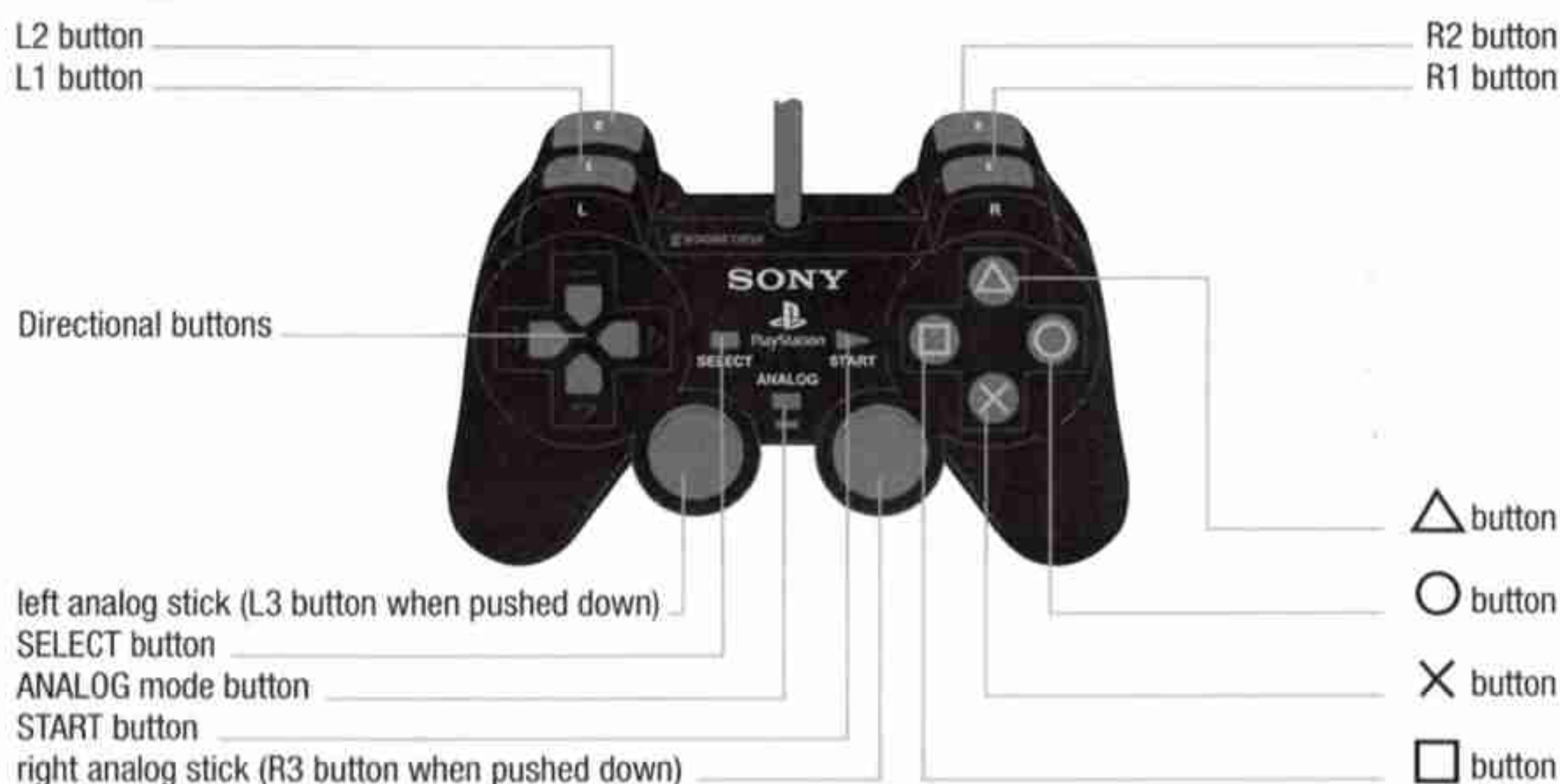
**Commands are described herein for the DUALSHOCK 2 analog controller. Both games were designed solely for use with the vibration function of the analog controller and cannot be used in analog mode. *The controller vibrates if the analog controller's LED is on or off. The vibration function can be switched on or off using the Key Config in the Game Options Mode (see p. 9).*

**When using a PlayStation controller, the basic commands are the same as for those of the analog controller. Note that PlayStation controllers have no vibration function.*

**You can reset the game during game play by pushing the START and SELECT buttons together.*

**All images shown herein were created during game development. Some aspects of the game and specifications may have been modified for product improvement.*

STARTING UP DUALSHOCK®2 ANALOG CONTROLLER



All commands listed below are the initial settings. Each button may be remapped in their respective Key Config. Menu.

COMMANDS FOR METAL SLUG 4 & METAL SLUG 5

□ button	Fires your current weapon
○ button	Metal Slug Attack (only when you are in a vehicle)
Δ button	Throw Grenades / Fires Cannon / Cancels Selections
× button	Jump / Confirm Selections
START button	Begins game play / Opens Pause Menu / Allows burst-in play
SELECT button	Not used
L1 button	Not used
L2 button	Not used
R1 button	Not used
R2 button	Not used
Directional buttons	Chooses menu or items / Moves characters or vehicles / Decides directions to shoot
Left Analog Stick	Not used
Right Analog Stick	Not used

To get out of the METAL SLUG vehicle, push the ↓ directional button and × button simultaneously to escape

TWO-PLAYER SIMULTANEOUS PLAY & BURST-IN PLAY

If you push both START buttons on the Player 1 and Player 2 controllers, you can play the two-player Arcade Mission with a partner. When you play this two-player simultaneous mission, though, you and the other player cannot choose the same character. And when one player is playing a game, another player can push the START button on the unused controller to "burst-in" to the game to begin two-player play.

CONTINUE

The continue countdown appears on the screen when your last character player dies. Push the START button before the countdown runs out to continue playing. Select a new character by using the directional buttons and confirm your selection with the × button.

PAUSE MENU

Pushing START button during game play freezes the game screen and calls up the Pause Menu. Push the ↑ or ↓ directional buttons to choose a menu and push × button to confirm your selection.

CONTINUE: Closes the Pause Menu and resumes game play.

QUIT GAME: Ends the game and returns you to the Main Menu.

METAL SLUG 4 - STORYLINE

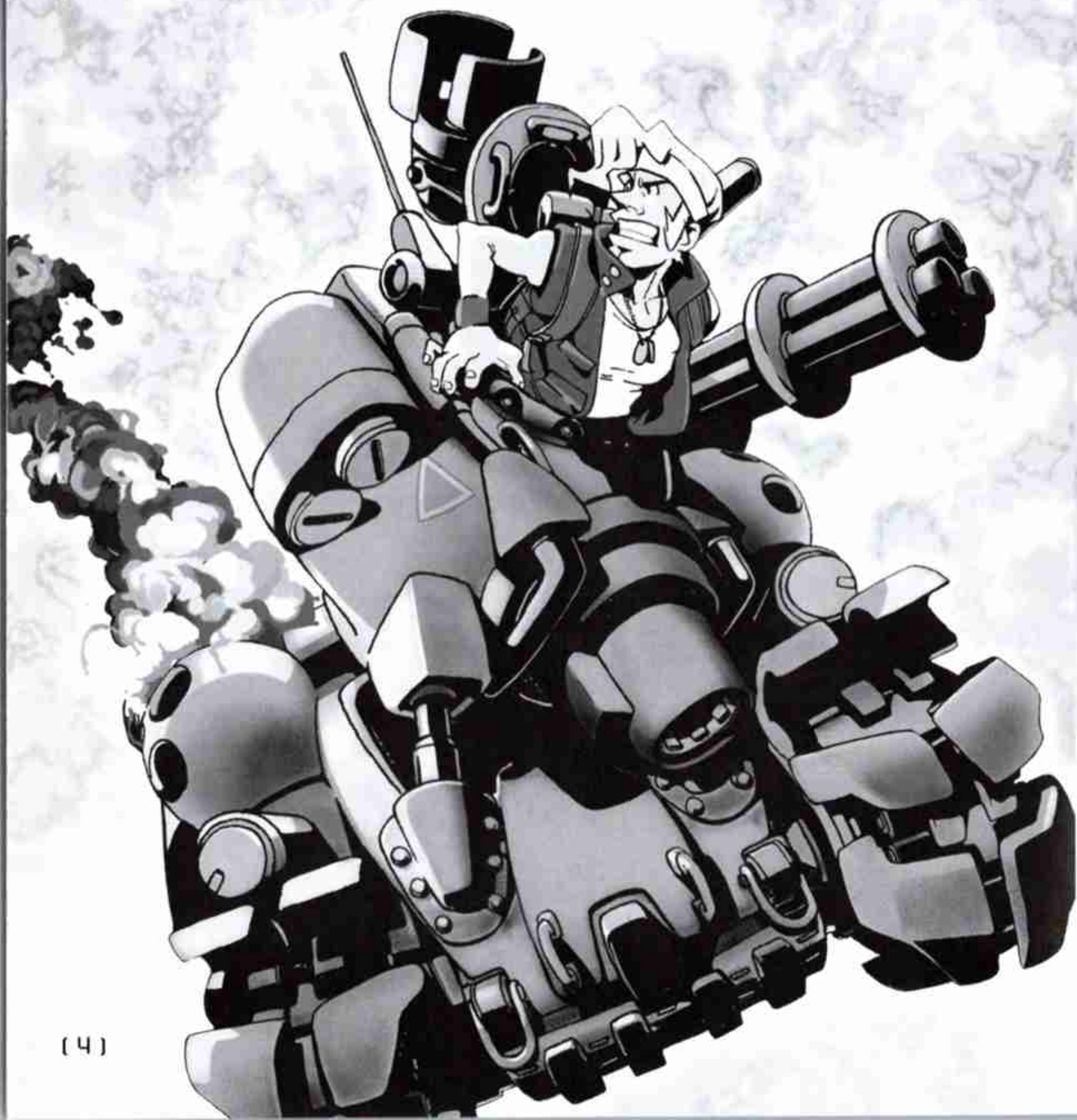
In the year 20XX, a cyber-terrorist group known as "Amadeus" has struck out at the world by developing a computer virus called "white baby". The virus is to be unleashed through the internet with a sole purpose of hijacking the main systems of the militaries of the world's nations. The virus is said to be able to bust through any security network.

A group of international anti-cyber-terrorist groups are holding emergency meetings upon receiving threats from "Amadeus". The plan is to beef-up the national military security systems and to plan their retaliation. It was decided to call in the elite Special Forces unit known as "PF" to battle and eradicate Amadeus.

The PF consists of four highly trained soldiers. Marco, Fio, and new members Trevor and Nadia. They have been assigned to stop the virus and eradicate Amadeus at all costs. Other PF team members, Tarma and Eri are being dispatched to protect the staff developing a vaccine for the virus.

Information gathering results have sent satellite images to the special forces. It is discovered that Amadeus' forces are larger than expected and they're headed up by the most dreaded, maniacal madman known to mankind – it was none other than Devil Rivers Morden!

Reliable information says that Amadeus is planning to attack the communication facilities in a few hours! You must stop the distribution of the virus and eradicate Amadeus at once before it's too late.



METAL SLUG 4 - BEGINNING GAME PLAY

Push the START button at anytime during the introduction to display the Main Menu Screen. Select menus by pressing the ↑ or ↓ directional buttons and push X button to confirm.
△ button: Cancels selections (returns to previous screen)



ARCADE GAME

Play an arcade perfect version of METAL SLUG 4



STAGE SELECT

Select and re-play a completed mission from the Arcade Game." Please note, only Mission 1 is available at the beginning of the game. You must reach a level in the Arcade Game to have it available in the Stage Select screen. You cannot advance your progress through the game via the Stage Select screen.



OPTION

Lets you change various game settings.

GAME OPTION:

Hero, Difficulty, Sound, Default Settings, Exit

BUTTON CONFIG:

Changes your controller setup

SAVE LOAD UTILITY

Save, Load, Auto Save (on/off)



RECORD

View the high scores and fastest completion times in the Arcade Game and by Mission (Stage). You can also view the names of hostages you've rescued under the Soldiers List.

METAL SLUG 5 - STORYLINE

A research installation developing the next-generation of Metal Slugs is attacked by unknown forces and a disc containing Metal Slug secrets has been stolen. Ordered to recover the disk, Marco and Tarma follow in hot pursuit. Meanwhile, Eri and Fio, investigating the Ptolemaic Army, a paramilitary syndicate active in archeological excavation, catch up with them at an ancient ruin, "The Corridor of Fire." The two try to storm and seize the site but are repulsed by the natives and giant Metal Slugs. This incident proves it was the Ptolemaic Army that stole the Metal Slug secrets. The military subsequently launches a second raid by the elite PF Squad and Sparrows on "The Corridor of Fire" to recover the secrets and destroy the syndicate.



SPECIAL NEW ACTION

Your player character now performs a new movement, Sliding, by pushing the bottom of the directional button and **X** button simultaneously. Push **□** button while sliding to unleash the Sliding Shot!

METAL SLUG 5 - BEGINNING GAME PLAY

Push the START button at anytime during the introduction to display the Main Menu Screen. Select menus by pressing the ↑ or ↓ directional buttons and push X button to confirm. Δ button: Cancels selections (returns to previous screen)



ARCADE GAME

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STAGE SELECT

Select and re-play a completed mission from the Arcade Game. Please note, only Mission 1 is available at the beginning of the game. You must reach a level in the Arcade Game to have it available in the Stage Select screen. You cannot advance your progress through the game via the Stage Select screen.



OPTION

Lets you change various game settings and save or load game data.

OPTION: Hero, Difficulty, Key Config, Save/Load, Default

HERO – Adjust the number of Lives

DIFFICULTY – Adjust the level of difficulty

BUTTON CONFIG. – Change your controller setup

SAVE/LOAD – Adjust Save, Load, Auto Save (on/off)

DEFAULT – Return options to their default settings



RECORD

View the high scores and fastest completion times in the Arcade Game and by Mission (Stage). You can also view the names of hostages you've rescued under the Soldiers List.



TROPHY

View the war trophies awarded to you for a job well done.



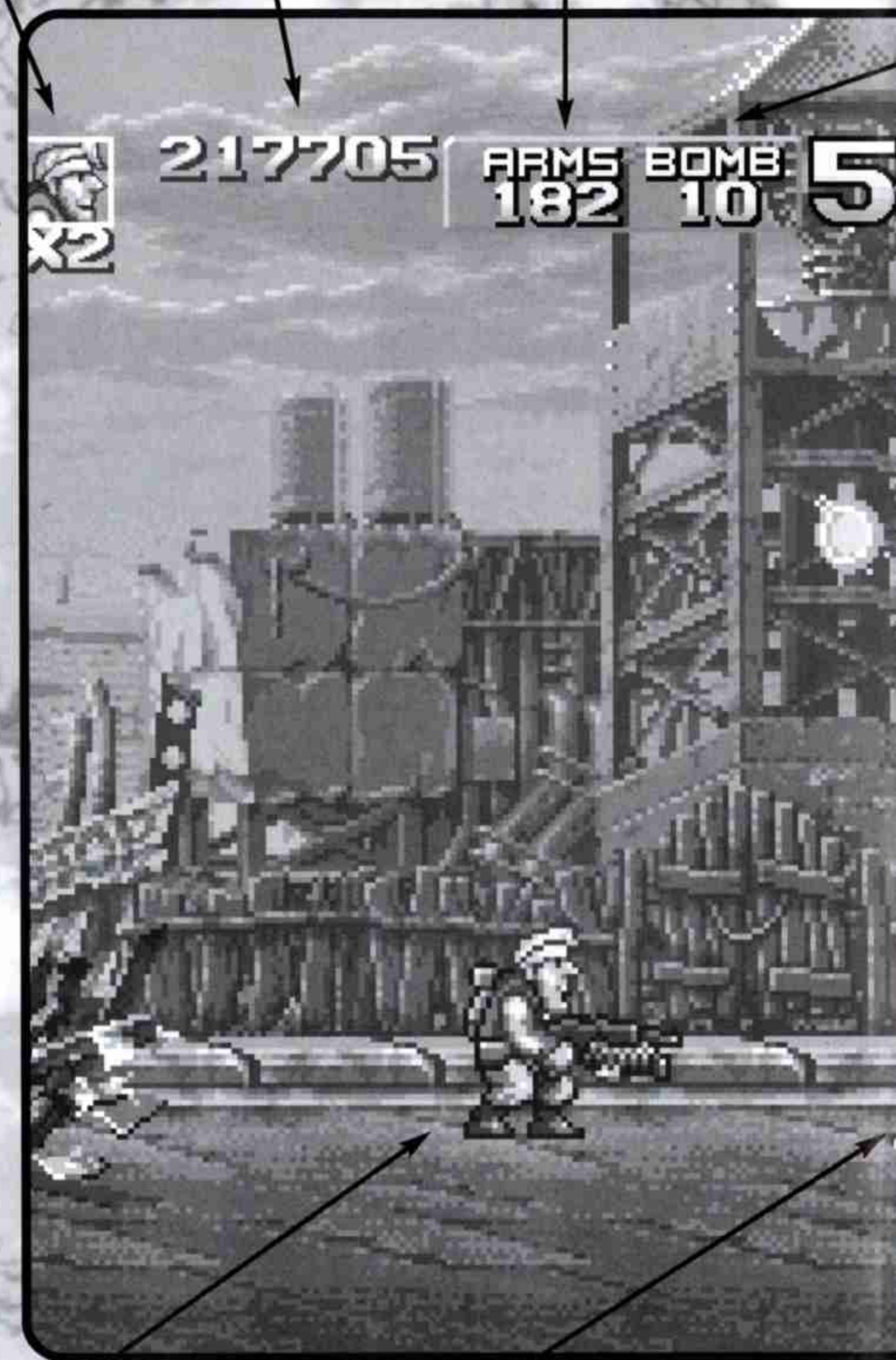
MAIN GAME SCREEN

Selected Hero

Score

Primary Weapon Ammunition

Remaining
Lives



Hero

Weapons upgrade

Secondary Weapon Ammunition

Remaining Time



This screen taken from METAL SLUG 4

Enemy

Extra Ammunition

Hostage

METAL SLUG 4/5 - CHARACTER INFO



Marco Rossi

This guy is Mr. METAL SLUG. Nice yet tough, Marco has been with the Metal Slug series since it began and is one of the most beloved characters in the franchise.

Nationality: USA (Idaho)

Blood Type: A

Height: 180cm

Weight: 75kgs

Occupation: Major, PF Squad of the Government Forces, Leader of First Squad

Special Skills: Performing mental calculations at computer speed

Favorite Saying: "If you're not busy, read the source!"

*Marco is playable in both METAL SLUG 4 & METAL SLUG 5



Fio Germi

Fio will have to fight harder than ever this time. She definitely does not want to be shown up by her new/younger teammate, Nadia in METAL SLUG 4. Will she be bringing along her teddy bear Peppino?

Nationality: Italy (Genova)

Blood Type: O

Height: 158cm

Weight: 43kgs

Special Skill: Chiropractics and acupuncture, general housework, social dancing

Favorite Saying: "I'm OK. It's cool."

*Fio is playable in both METAL SLUG 4 & METAL SLUG 5



Eri Kasamoto

Nationality: Japan (Hiroshima prefecture)

Blood Type: B

Height: 168 cm

Weight: 50 kg

Occupation: Sparrows Squad of the Government Forces Intelligence Agency, Sergeant, Second Class

Special Skill: Picking locks, survival techniques

Favorite Saying: "We all live in solitude."

*Eri is playable only in METAL SLUG 5

Tarma Roving



Nationality: Japan (Hokkaido)

Blood Type: AB

Height: 174 cm

Weight: 68 kg

Occupation: Captain, PF Squad of the Government Forces, Assistant Leader of First Squad

Turn-on: Time spent in the great outdoors

Special Skill: Painting metal, sleeping in the open (can sleep anywhere)

Favorite Saying: "What's your next move?"

*Tarma is playable only in METAL SLUG 5

Trevor Spacey



Known for his ingenious programming skills, he was scouted by the regular army and later became interested in the Special Forces by the influence of Lieutenant Marco.

Nationality: Korea

Blood Type: AB

Height: 183cm

Weight: 73kgs

*Trevor is playable only in METAL SLUG 4

Nadia Cassel



The beautiful Nadia was a highly sought after model in the high fashion circles of Paris, France. However her love of food and lack of exercise suddenly forced her out of a job. She read about a vigorous "Army style" weight loss system. She loved it so much that she decided to join the regular army. She loved everything Army, the boost in self confidence and the weight loss, so much that she decided to join the Special Forces.

Nationality: French

Blood Type: B

Height: 170cm

Weight: 48kgs

*Nadia is playable only in METAL SLUG 4

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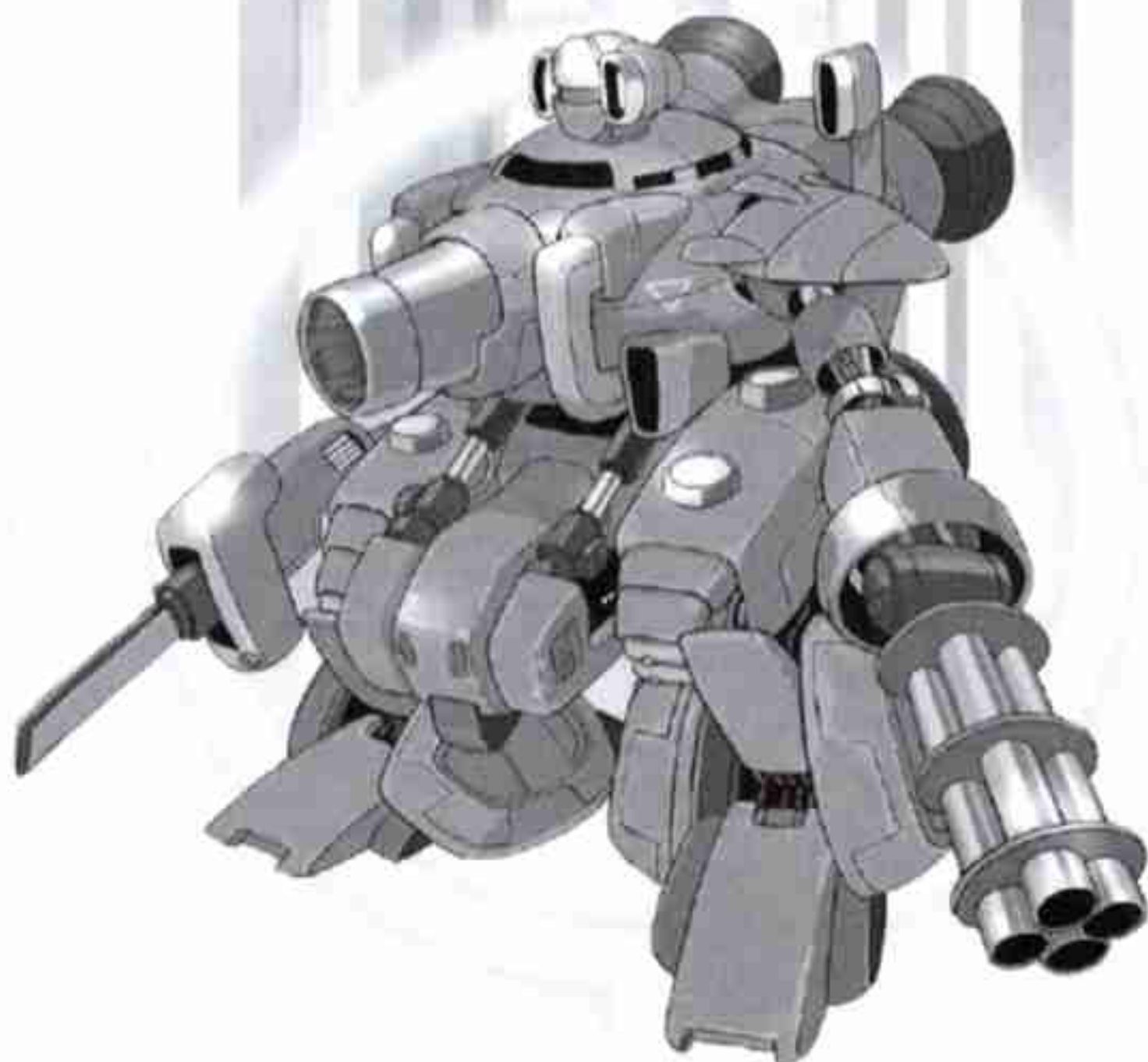
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PlayStation 2

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NOTES

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

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WARRANTY INFORMATION:

Limited Warranty

SNK PLAYMORE USA warrants to the original purchaser that this product is free from defects in materials and workmanship for a period of 90 days from the date of purchase. SNK PLAYMORE USA is not liable for any losses or damages of any kind resulting from the use of this product. If the product is found to be defective within the 90-day warranty period, SNK PLAYMORE USA agrees to repair or replace the product at its option free of charge. This warranty shall not be applicable and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment or neglect.

To receive this warranty service:

1. Send in your Registration Card
2. Save your sales receipt, indicating date of purchase and UPC code found on the game packaging.
3. If your game is covered under a store warranty, return the game to the store at which you purchased the game.

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Returns Within the 90-day Warranty Period:

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PlayStation 2



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