ULTRA®
GAMES

METAL GEAR™

WELCOME TO THE WORLD OF ULTRA!

You're now the proud owner of ULTRA's authentic home computer version of Metal Gear. We suggest that you read the following orders from FOX HOUND before going into combat.

TABLE OF CONTENTS

VERMON CaTAFFY, TERRORIST AT LARGE

Colonel Vermon CaTaffy, a once tranquil shepherd boy who grew up on the remote banks of the Sam Sam River in outer Mongolia with his 27 sisters, turned to terrorism at an early age.

Now, after years of pillaging innocent people, he has taken control of Outer Heaven, a small nation in Southern Africa. Here he is sole tyrant and radical dictator. He rules with bullets and bombs, and in only a few months he has outlawed democracy and turned harmless villagers into mercenaries for a global terrorist network.

But his biggest threat is yet to come. For, as an obsessed madman, he has created the Ultimate Super Weapon. It's CaTaffy's greatest dream and the world's most hideous nightmare.

It's called Metal Gear. And it must be destroyed before the crazed Colonel unleashes his violence across the globe.

HOW TO TACKLE CaTAFFY

Your mission, Solid Snake, is to seek out and destroy Metal Gear. Nothing less. To triumph, you must gather necessary information, weapons and equipment as you press forward into the enemy's domain.

Weapons and equipment can be found and captured in three various ways. Find them in enemy trucks. Find them in enemy storehouses. Or snatch them directly from certain soldiers of fortune.

Of vital importance as you proceed on your perilous mission, is how well you communicate with Commander South (AKA: The Big Boss) back at Fox Hound's HQ. Whenever you see a flashing "Call Sign" it means that he's trying to reach you with key info. Get in touch with him on the double using your transceiver.

CaTaffy has five heavily fortified strongholds located throughout Outer Heaven, and you must discover then search each before accomplishing your mission.

The strongholds have between one and three floors. You'll move from floor to floor using elevators, and along the way you'll rescue grateful hostages who'll offer crucial information as to the whereabouts of Metal Gear.

When you rescue a predetermined number of prisoners you'll be promoted, and as your rank increases so will your VITAL SIGN. On the negative side, if you botch up and get a hostage killed you'll immediately be demoted.

Be warned, though, about the strongholds. They aren't cake walks. Each, in fact, is surrounded by loyal CaTaffy guards, and it's up to you to elude them without triggering hidden alarms.

The mission finally ends when you die. Or when you destroy Metal Gear.

A LITTLE BIT ABOUT YOURSELF

Recruited from the Marines after a heroic performance in the Grenada invasion, you were given the code name "Solid Snake" because of your ability to strike quickly, quietly and with deadly accuracy.

SOLID SNAKE

4
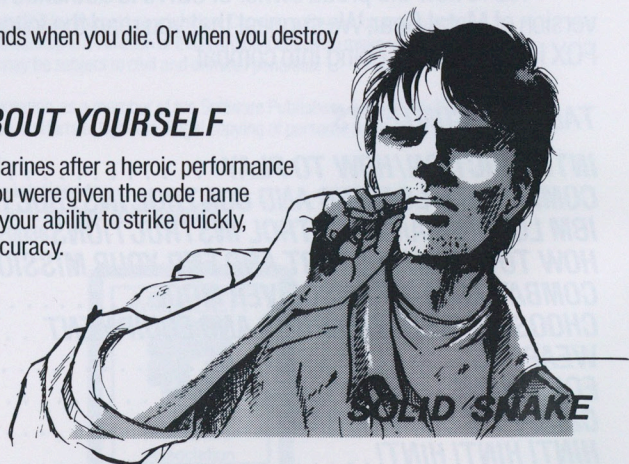
COMMODORE® 64/128 LOADING AND CONTROL INSTRUCTIONS

WHAT YOU NEED

Commodore 64, 128 or 128D computer; 1541 or 1571 disk drive; monitor or TV (color recommended); one joystick required.

LOADING

Turn off your computer and remove all cartridges. Plug the joystick into Port 2. Turn on your computer, disk drive and monitor.

If you have a Commodore 128, type G064 and press RETURN. When the prompt ARE YOU SURE? appears, type Y and press RETURN.

Insert the disk into the drive, label side up. Type LOAD"*",8,1 and press RETURN.

NOTE: Do not attempt to load the game with an external fast load cartridge, or any other cartridge, as the game will not load.

OPERATION PASSWORD

After the game has loaded, you will be asked to enter a password to start playing. Look up the our digit number in the password book (located in the center of the manual) by looking at the correct row number and column letter.

For example, if you are given B5, then look across to column B and down to row 5 to find the correct password number.

Enter the password number and press RETURN to start your mission. A game screen will appear requesting you to select one of the following:

    START A NEW GAME
    CONTINUE A SAVED GAME

COMMODORE GAME CONTROLS

During the game, press:

Key	Function	Action
CTRL B	Background Music	Toggle Background Music On and Off.
CTRL E	Sound Effects	Toggle Sound Effects On and Off.
CTRL S	Save Game	Save the game at the current status.
ANY OTHER KEY	Mode Function	Press to activate the mode selection sub-screen or to pause the game.

Commodore Joystick Controls

```
            UP
             |
LEFT ————————+———————— RIGHT
             |
            DOWN
```
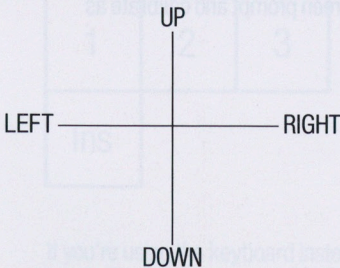
Joystick moves Commando Solid Snake in four directions.
Press the Joystick Fire Button to punch, or to fire the weapon you've activated.
Press the Space Bar to toggle between using your fist or a weapon.

IBM® PC/TANDY® 1000/100% COMPATIBLES LOADING AND CONTROL INSTRUCTIONS

WHAT YOU NEED

IBM PC, Tandy 1000, or 100% compatible computer; one disk drive; monitor (color recommended); joystick optional but recommended; 512K RAM for CGA, Hercules or EGA 640K for Tandy 16 color graphics modes.

LOADING

Plug your joystick, if you have one, into your computer. Turn on your computer and monitor. Boot DOS 2.0 or greater. Insert the disk into any disk drive, label side up. Log onto the drive, type PLAY, and press RETURN.

ATTENTION IBM HARD DISC USERS!

If you own a hard disk drive, you may copy the game disk to your hard drive.

To copy the game, insert game disk #1 into your drive and log onto the computer. Type INSTALL C: and press RETURN.

NOTE: C: is where hard disks are normally located. If your hard disk is assigned a different letter, replace C: with the letter of your hard disk followed by a colon.

You will then be prompted to insert other disks when necessary. The INSTALL program will automatically create a sub-directory on your hard disk called GEAR. When this function is completed, the computer will prompt you. (Sometimes this is a long process, so please be patient.)

To play the game, log C: then type CD/GEAR. Finally, type PLAY into the sub-directory and start the game using the proper loading instructions.

SELECTING YOUR GRAPHICS MODE

To select either Hercules, CGA, EGA or Tandy 16 Colors, use the arrow keys, then press the RETURN key.

OPERATION PASSWORD

After the game has loaded, you will be asked to enter a password to start playing. Look up the four digit number in the password book (located in the center of the manual) by looking at the correct row number and column letter.

For example, if you are given B5, then look across to column B and down to row 5 to find the correct password number.

Enter the password number and press RETURN to start your mission.

JOYSTICK CALIBRATION

If you're using a joystick, select YES from the on-screen prompt and calibrate as directed.

IBM GAME CONTROLS

During the game, press:

Key	Function	Action
CTRL P	Pause	Toggle Pause On and Off.
CTRL B	Background Music	Toggle Background Music On and Off.
CTRL E	Sound Effects	Toggle Sound Effects On and Off.
CTRL S	Save Game	Save the game at the current status.
CTRL Q	Quit	Ends the game and returns to DOS.
ANY OTHER KEY	Mode Function	Press to activate the mode selection sub-screen.

IBM Joystick Controls

```
          UP
          |
          |
LEFT ————————————— RIGHT
          |
          |
         DOWN
```
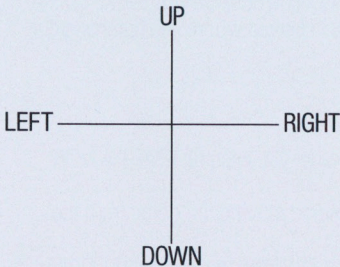
Joystick moves Commando Solid Snake in four directions. If you're using a joystick, press Joystick Fire Button 1 to punch or fire activated weapon. Press Joystick Fire Button 2 to toggle between using your fist or a weapon.

IBM KEYBOARD CONTROL

If you are using the keyboard instead of a joystick, use the following keys for game control.

IBM KEYBOARD CONTROLS

```
  ┌─────┬─────┬─────┐
  │  7  │  8  │  9  │
  ├─────┼─────┼─────┤
< │  4  │  5  │  6  │ >
  ├─────┼─────┼─────┤
  │  1  │  2  │  3  │
  ├─────┴─────┴─────┘
  │ Ins │
  └─────┘
```

If you're using the keyboard instead of the joystick, use the keys to control Solid Snake's movements. To punch or fire the active weapon, press INS. To toggle between using your fist or a weapon, press the Space Bar.

HOW TO BEGIN

Once you've entered the password and chosen CONTINUE or NEW GAME, press the Joystick Fire Button (Commodore) or any key (IBM) to begin your infiltration of Outer Heaven.

HOW TO SAVE YOUR MISSION FOR ANOTHER DAY

At any time during the game, you can use the SAVE GAME FEATURE by simultaneously pressing the CONTROL and the S keys. The screen will briefly flash "SAVING GAME" to confirm your command.

The SAVE GAME FEATURE allows you to save your game status as you progress from one level to the next.

You can use the SAVE GAME FEATURE at any time and as often as you wish, but only one game status is saved. Each time you save a game, the current game status replaces the last saved game.

The next time you re-boot the game, you can select CONTINUE A SAVED GAME on the introduction screen and return to the same location in Outer Heaven where you finished your last mission.

STARTING A SAVED GAME

When you first load the game, you will be asked whether you wish to: START A NEW GAME or CONTINUE SAVED GAME.

If you select CONTINUE A SAVED GAME, you will resume playing the game from the point where you last used the game save option.

If you select START A NEW GAME, you will play the game from the beginning of the mission.

ENDING YOUR MISSION

When you are ready to take a break from the battle, simultaneously press the CONTROL and Q Keys. You will then be asked whether you wish to: START OVER or END.

If you select START OVER, you will restart the game at the beginning of the first level. You will not need to re-enter the password or reset any game configurations.

If you select END, you will have a last chance to save your game status before quitting.

If you select YES, to the SAVE GAME question, your current status will be saved for future use.

If you select NO, to the SAVE GAME question, your current status will not be saved and the mission will come to a commando-clobbering halt.

METAL GEAR PASSWORD BOOK

	A	B	C	D	E	F	G	H
1	9898	9813	8874	1237	1770	1653	0698	0221
2	1696	9936	8936	0244	1274	1661	9790	0671
3	8897	1248	8944	8312	0188	1118	1583	9751
4	9239	8715	0008	1154	8769	0032	0144	8264
5	8368	1112	0556	1046	0651	9285	9890	9809
6	0719	9319	0691	0089	1196	9814	9771	9877
7	9843	1721	1756	8942	9463	9978	8829	1214
8	9402	8925	0110	1207	1627	9773	0662	9419
9	1614	8871	1235	9961	1652	9914	8925	9454
10	0718	8423	0243	9337	1596	9758	8847	9415
11	0090	8237	1048	0523	1029	9858	9793	0672
12	8389	0098	8285	1560	0534	8326	0195	9313
13	8810	1205	8922	1133	0094	1115	0685	9302
14	0124	0195	0007	9264	9752	9740	1670	1731
15	0731	1133	1718	9819	0685	9450	8939	0117
16	1760	0624	8376	0220	0110	1079	9758	9741
17	8883	9433	0748	8310	8379	9309	8760	8215
18	9332	1594	9757	8846	0199	1251	8817	0056
19	9220	1538	8706	8320	0192	8288	1072	0536
20	1765	8818	0185	0220	1134	9783	9765	9889
21	8375	0219	1133	1590	9758	0653	9414	8931
22	8289	1072	0536	8204	0134	0067	8225	9232
23	0566	1179	9933	9836	9907	1753	8940	8438
24	1092	9890	9809	9898	1748	8038	1269	9978
25	9815	0555	9365	1738	9829	1714	0729	1260
26	9698	8285	0174	0087	1067	9749	0522	9349
27	9302	9771	1557	8842	8389	0228	1137	1592
28	0043	8215	8202	9221	1538	1537	1064	0704
29	0549	1170	8965	0100	0178	8281	9260	0534
30	0209	8295	0052	9242	1540	9734	1667	0705
31	0761	1276	8958	9343	9919	8799	1199	1751
32	9767	0668	8393	1252	9842	8761	9372	1742
33	8243	1177	8780	8230	9363	8777	8228	8338
34	0016	8200	1028	0614	1025	9856	0576	9376
35	8342	9291	0549	8210	8329	0068	1058	8721
36	0741	8434	0249	0124	1086	9759	9743	9863
37	9343	0703	1119	1711	0599	0171	0213	0106
38	9764	1682	1737	8932	0242	9465	8828	0062
39	9968	1784	8956	1278	0767	8319	9407	0607
40	8333	9286	0547	1041	8840	9284	9890	1617

	I	J	K	L	M	N	O	P
1	0238	0119	0059	9245	0526	9223	1687	9793
2	0207	8423	0115	0057	1052	9742	9735	9859
3	9867	0709	1250	8945	0120	0188	8286	0047
4	0036	0018	1033	9732	0514	9345	8896	0096
5	1704	1748	8938	0245	9466	1661	0574	1183
6	8906	8421	1266	1657	1596	0670	9423	9959
7	8927	1135	9911	1627	0685	1238	9563	0629
8	1765	9842	8889	0220	1262	8823	9275	9885
9	1783	1659	8693	0222	9455	1855	9787	1693
10	8931	1137	1720	8796	9290	0727	8299	8373
11	1232	8930	0116	0180	1117	9774	0635	0139
12	8752	9240	8844	1094	1699	8785	9384	9940
13	9809	0897	8302	8405	0106	1077	1562	0525
14	8929	9456	9976	8828	1214	1759	8815	9399
15	8378	8285	0046	1047	1547	9733	0642	9409
16	0646	8387	1249	9840	8760	9372	1782	1659
17	1163	8773	1068	9873	1808	0676	8402	0233
18	9373	8782	0039	8339	8265	0036	8210	8201
19	1036	0640	0067	9377	9808	9768	8852	1226
20	1734	8031	1265	9976	8828	9406	1759	8815
21	0113	8376	8284	9202	1559	8715	8325	0194
22	9738	8708	1184	1729	8800	0176	9432	1644
23	9467	8829	8254	8351	1103	8743	1043	0649
24	1661	0702	1247	0751	9335	0699	0093	1198
25	0758	9338	9917	9821	8373	1239	8930	1141
26	1730	0609	1300	0728	9324	0614	0091	9365
27	0540	9358	0711	9315	8881	0008	8364	8278
28	9440	0752	0120	1212	0606	0047	9567	9803
29	8203	8325	9282	8737	1040	1672	8772	0162
30	8416	9466	9948	1596	1694	1743	9969	9071
31	1643	0693	0218	9453	0620	0059	1181	4816
32	8807	8371	9433	1644	8758	8347	9421	8806
33	8265	8228	1042	8713	8196	0130	8257	8224
34	1744	0618	1204	0730	0109	9398	0603	0045
35	9224	0644	8258	1185	9808	1576	9376	1738
36	1731	1761	1776	9976	9980	0766	1279	8959
37	9269	0538	0013	1158	0579	0033	9360	9800
38	8351	8271	9255	1585	1545	1668	9922	9953
39	1071	1687	0587	0165	0210	9321	0564	0026
40	8872	1236	9962	1653	9914	1757	0750	1271

COMBAT ZONE

1. **Your Vital Sign**
   If the Life Graph reaches zero, you're history. You'll gain strength, on the other hand, via promotions and captured rations.

2. **Rank**
   The number of stars reflects your rank. Four stars equals "The Honor of Royal Dragoon," the highest rank in Fox Hound.

3. **Transceiver Call Sign**
   The "Call Sign" flashes when Commander South is attempting to reach you.

4. **Weapon**
   Displays the weapon you are using.

5. **Ammunition**
   Displays the number of shots remaining in your weapon.

6. **Equipment**
   Displays the equipment you are using.

KNOW YOUR TRANSCEIVER OR PERISH

The transceiver is your only means of communication with the outside world. It's how you'll stay in touch with Commander South (AKA: The Big Boss), who'll feed you vital info concerning the location of Metal Gear.

*To use the transceiver, choose TRANS from the mode selection sub-screen.
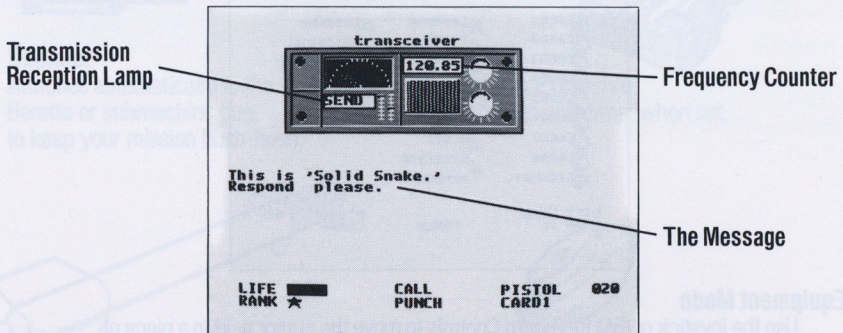
Sending a message (SEND)

Use the transceiver SEND mode when you want to call the Commander. However, if the Frequency Counter isn't properly adjusted, he won't get your signal. To send for help, adjust the frequency using the joystick or IBM Keyboard Controls. When he receives your signal, a response will be sent.

NOTE: Even if the frequency is properly adjusted, you won't receive a response if the Commander is out to lunch.

KEY	FUNCTION
Fire Button	Continues a longer message or exits transceiver mode
Up	Sends messages
Left/Right	Adjusts frequency

Receiving a message (RECV)

You can receive a call signal from the commander at any time since the receiver mode is automatic. If the frequency is properly adjusted the message will automatically come through.
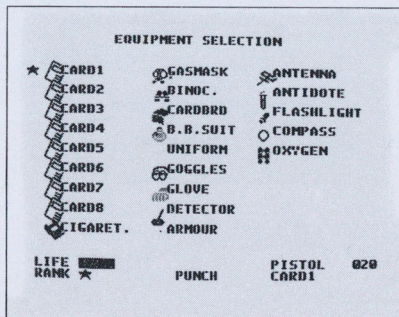
CHOOSE YOUR WEAPON AND EQUIPMENT, SIR

To reach either of these vital modes, press any key and the mode selection sub-screen will appear.

If you're using a joystick, use it to select either weapon, equipment or transceiver. Then press the Fire Button to activate your decision.

```
              WEAPON SELECTION

    ★   PISTOL              SHOT GUN
          020                  020
         MINE               GRENADE L.
          020                  020
      EXPLOSIVE             ROCKET L.
          020                  020
       ROCKET
          020          OPTION
                      SILENCER

    LIFE                             PISTOL    020
    RANK ★             PUNCH         CARD1
```
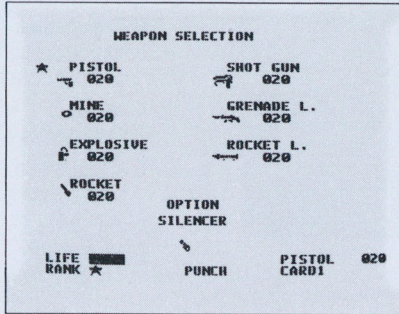
Weapons Mode

Use the joystick or IBM Keyboard Controls to move the cursor next to a weapon, then press the joystick Fire Button or INS (if you're using IBM Keyboard Controls) to return to battle fully armed.

```
              EQUIPMENT SELECTION

    ★  CARD1     GASMASK        ANTENNA
       CARD2     BINOC.         ANTIDOTE
       CARD3     CARDBRD        FLASHLIGHT
       CARD4     B.B.SUIT       COMPASS
       CARD5     UNIFORM        OXYGEN
       CARD6     GOGGLES
       CARD7     GLOVE
       CARD8     DETECTOR
       CIGARET.  ARMOUR

    LIFE                             PISTOL    020
    RANK ★             PUNCH         CARD1
```

Equipment Mode

Use the joystick or IBM Keyboard Controls to move the cursor next to a piece of equipment, then press the Fire Button and return to combat.

WEAPONS, YOUR MEANS OF SURVIVAL

Beretta M92F
Lethal hand gun that fires one bullet at a time.

Ingram MAC-11
Semi-automatic submachine gun with continuous fire.
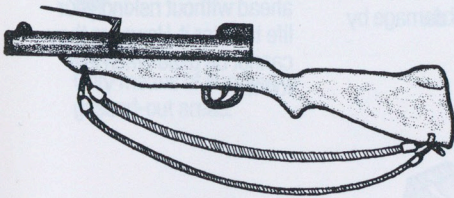
Grenade Launcher
Its name says it all.

Rocket Launcher
Also speaks for itself.

Silencer
Attaches automatically to the Beretta or submachine gun, to keep your mission hush-hush.
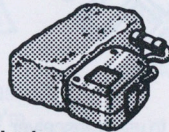
Plastic Explosive
Explodes with timer when set.
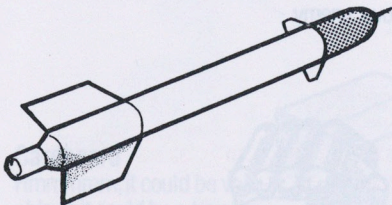
Remote Control Missile
Can be guided with the joystick. Note: You cannot move while controlling the missile.

Mine
You may set these mines in key locations. Up to three mines allowed on each screen.

EQUIPMENT YOU CAN'T LIVE WITHOUT
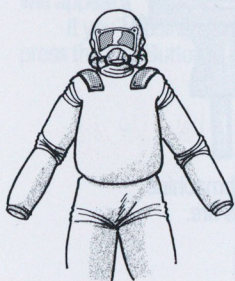
Bomb Blast Suit
Protective gear which shields
you from explosions.
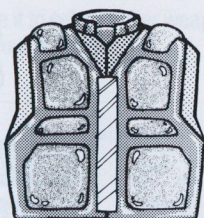
Body Armor
Reduces enemy damage by
50%.
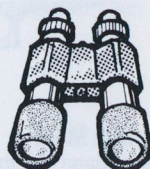
Binoculars
Allow you to see one screen
ahead without risking your
life to enter it. However, they
cannot be used when in a
room.
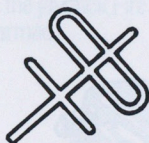
Antenna
Allows you to use transceiver
in areas where enemy jam-
ming devices are located.
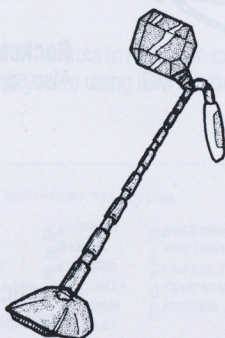
Mine Detector
Allows you to discover enemy
mine positions.
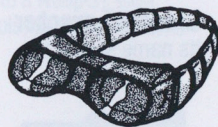
Infrared Goggles
Used to detect invisible alarm
sensors.

Antidote
Saves you from poison,
including Trained Killer
Scorpion bites.

Iron Glove
Slip it on and then punch
various walls to locate
hidden doors.
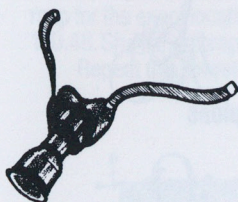
Gas Mask
Only means of survival in gassed-out areas.
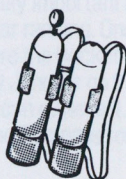
Oxygen Tank
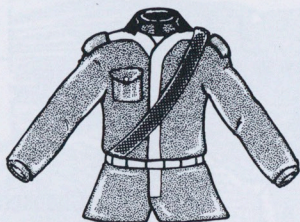Keeps you breathing underwater.
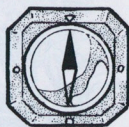
Compass
Helps you navigate through uncharted deserts.

Flashlight
Used to see in underground passages.

Uniform
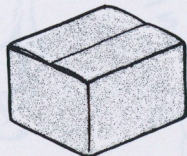Wear it when walking past guards. They'll think you're one of them.

Rations
Crucial nutrition needed to restore your Vital Sign.

Cardboard
Hmmmmm, it could be valuable or it could be a trap.

Cards 1-8
Each card opens a door. Of course, the card number must match the door number.

COLONEL VERMON CaTAFFY'S ELITE SCUM SQUAD

Trained Killer Scorpions

Soldier of Fortune

Checkpoint Charlie

The Electrocutioner

The Dogs of War

B. A. Dozer

Corporal Watchman

## AN IRONCLAD CLUE THAT WILL HELP YOU DESTROY METAL GEAR

There's a secret way to capture the critically important Rocket Launcher and Compass.

To find both, you must first have a Four Star ranking. Once you've reached this command peak, stand outside of the room where the Rocket Launcher is located (check your map for the exact location). Next, contact Agent Jennifer on the transceiver using frequency 120.48. She'll then prepare the weapon so you can retrieve it.

Repeat this secret procedure outside of the Compass room.
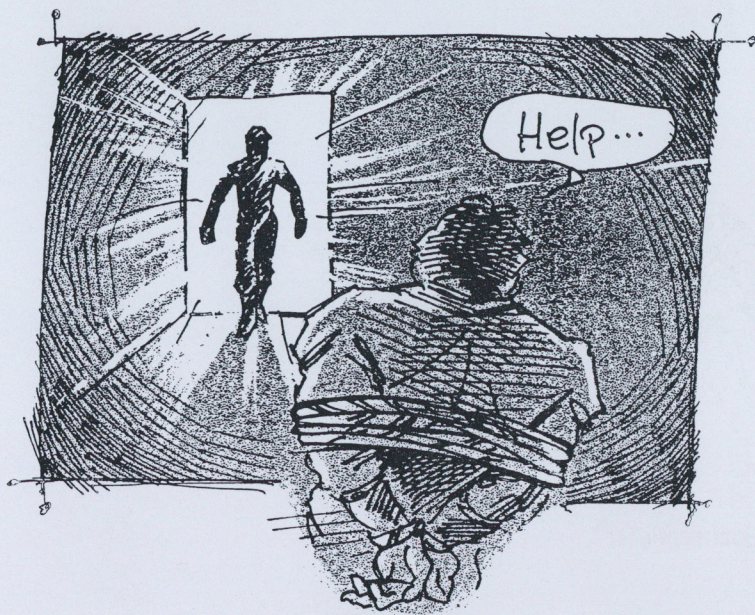
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