

METAL GEAR

This game is licensed by Nintendo for play on the

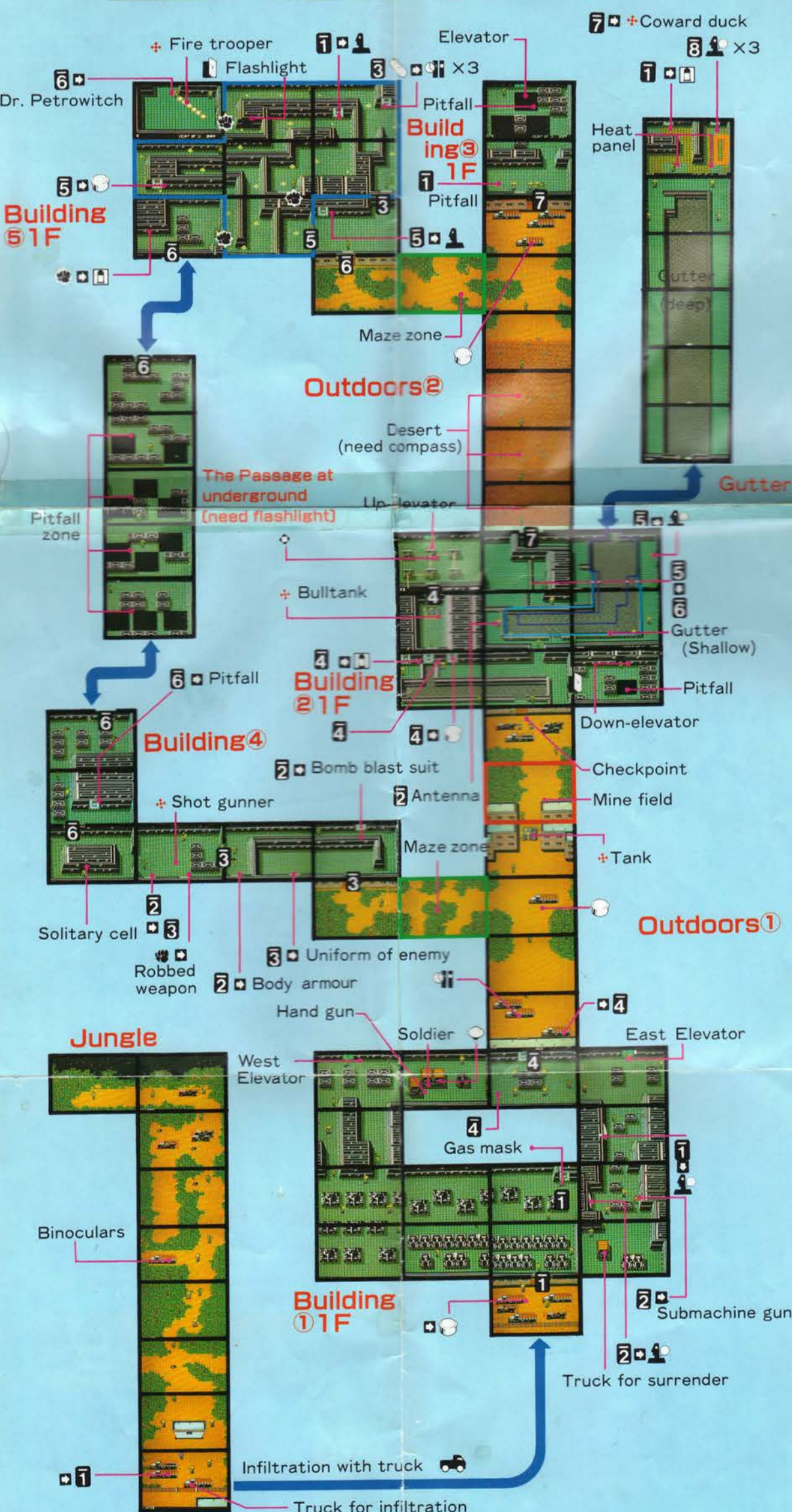


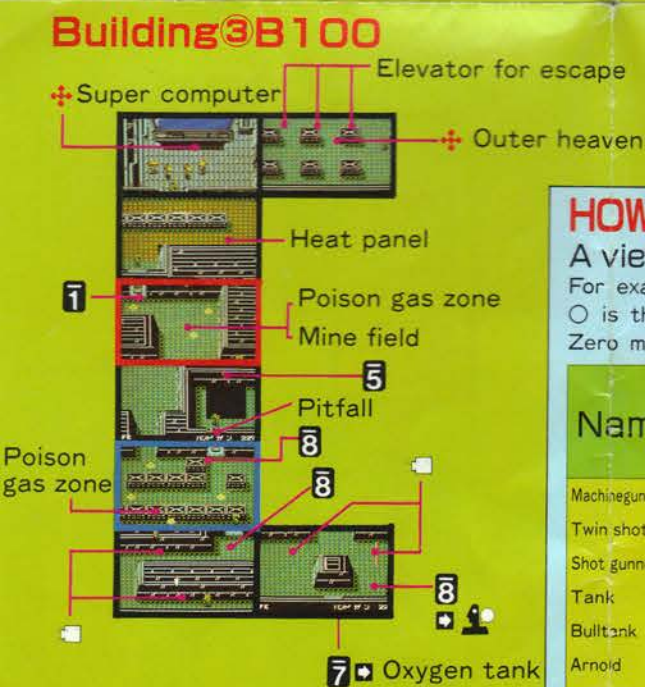
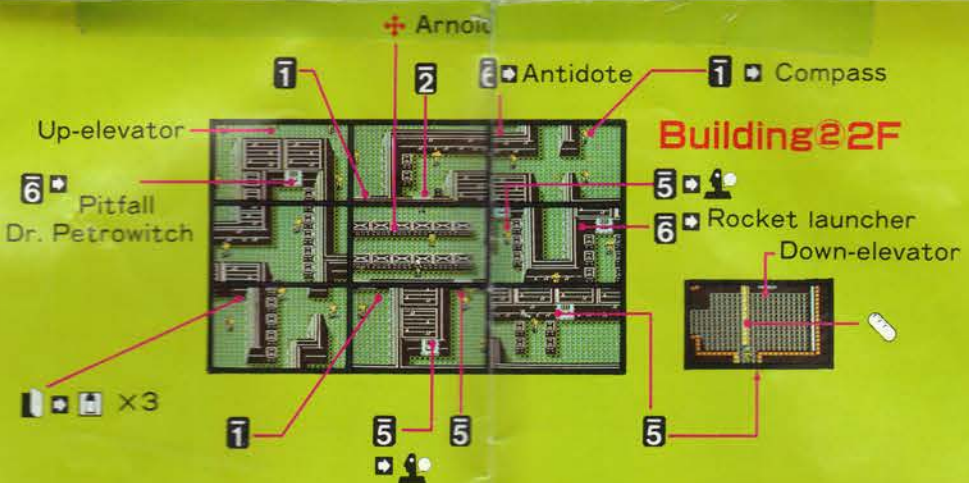
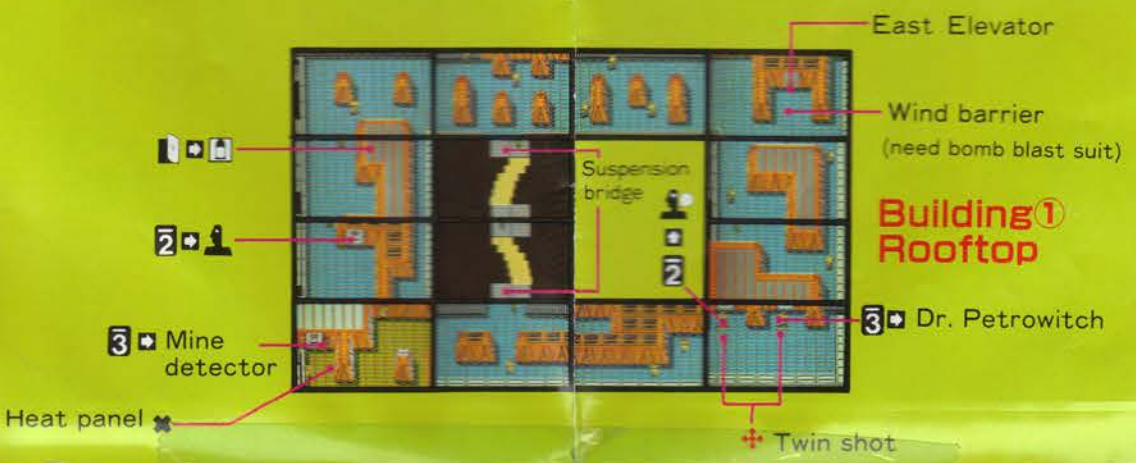
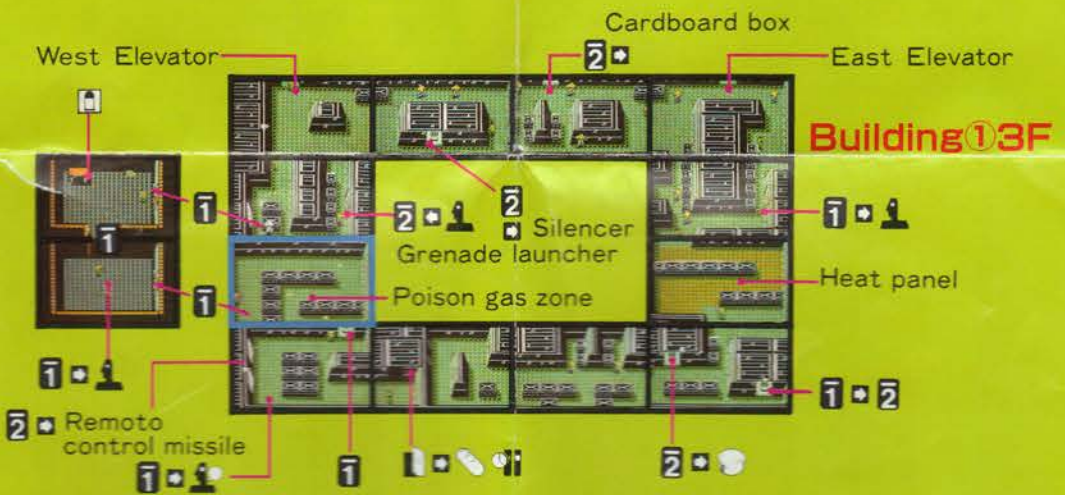
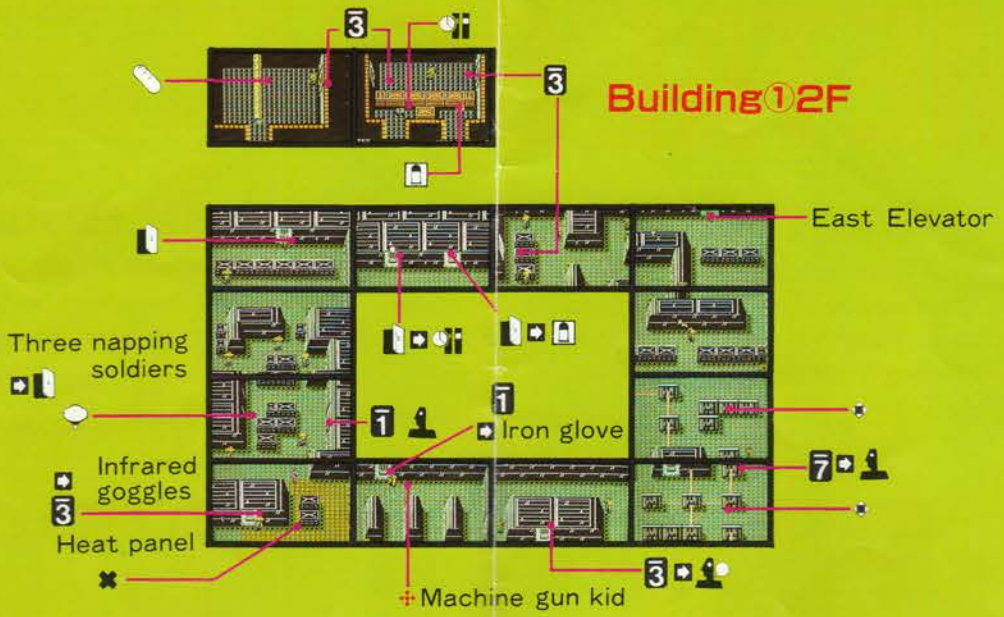
URGENT: Use this map to infiltrate Outer Heaven.

You'll need specific cards to open each of eight special doors you encounter. After you've passed through each door, accumulate the ammo, equipment and clues you find. Use each wisely, and be careful, as you'll experience many obstacles throughout your mission.

Diagram of Symbols

The danger zones		The doors		The limited supplies	
Heat panel		Open by card		Ammunition	
Electric Current Switch Man		※The number is card's number		Rations	
Maze zone		Open by punch		Mine	
Shallow gutter		Open by Iron Glove		Plastic explosive	
Deep gutter (need of an oxygen tank)		unlocked door		Miscellaneous	
Infrared sensor		The Prisoner		Boss	
Movable infrared sensor		With information		Roller of metal	
poison gas zone		Without information		Laser camera	
Pitfall					
Mine field					





HOW TO DESTROY THE ENEMY.

A view of table Stamina is strength to attack. For example, a tank is destroyed by eleven mines. O is the most suitable weapon for every enemy. Zero means that a weapon has no effect.

Name	Stamina	Weapon effect						
		Hand gun	Machine gun	Grenado	Rocket launcher	Remote control missile	Plastic explosive	Mine
Machinegun kid	20	2	2	5	10	5	5	5
Twin shot	50	0	0	5	0	0	0	0
Shot gunner	20	2	2	5	10	5	5	5
Tank	55	0	0	0	0	0	0	5
Bultank	40	0	0	5	0	0	0	0
Arnold	40	0	0	0	10	0	0	0
Fire Trooper	30	2	2	5	10	5	5	5
Coward duck	20	2	2	5	10	5	5	5
Super Computer	80	0	0	0	0	0	5	0
Outer heaven	100	0	0	0	10	0	0	0