

**CAPCOM**

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Nintendo

**GAME BOY COLOR**

DMG-BM4E-USA

**METAL  
WALKER**™

INSTRUCTION BOOKLET

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NO DESCRIPTOR**

CAPCOM ENTERTAINMENT, INC.

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**THIS GAME PAK WILL WORK WITH BOTH THE GAME BOY® COLOR (DISPLAYING UP TO 56 COLORS) AND WITH THE GAME BOY / GAME BOY POCKET SYSTEMS (DISPLAYING 4 SHADES OF GRAY).**

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## STARTING UP

1. Make sure your Game Boy® Color is turned off.
2. Insert the **METAL WALKER** Game Pak and turn on your Game Boy Color.
3. When the Title screen appears, use the Control Pad to select a starting option and press the A Button:

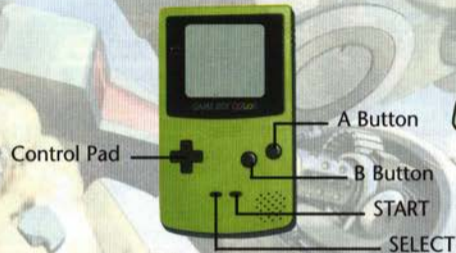
**2** **NEW GAME** – Start **METAL WALKER** from the beginning. Enter your name on the input screen using the Control Pad to choose and pressing the A Button to set. Delete with the B Button. Choose END with the A Button to start the game.

**CONTINUE** – Resume a game you've previously saved.

## PRECAUTIONS

- Always turn the power OFF before inserting or removing the Game Pak from the Game Boy Color.
- Do not take apart, crush, bend or submerge the Game Pak.
- Store the Game Pak at room temperature, avoiding extreme hot or cold conditions.
- Keep the connectors clean and dry, and store the Game Pak in the case when not in use.
- Take a break after playing for long periods.

## CONTROLS



CONTROL	MAP	MAIN MENU	BATTLE
Control Pad	Move character	Move cursor	Set direction
A Button	Talk/Check	Select command	Set power
B Button	(Not used)	Cancel command	Display Status
START	Display Main Menu	Change capsule order	Throw in capsule
SELECT	(Not used)	(Not used)	(Not used)

## RUSTED LAND MAP



## ROBOTS ON THE MOVE!

At the end of the 21st century, an evolutionary metal known as "Core" was discovered on a remote island. To mine the Core, the world government set up a research lab on the island. But reckless research and little precaution resulted in a devastating explosion. The island was pulverized. All that remained was scorched ground littered with piles of rubble. The island was soon renamed "Rusted Land."

The government wanted to abandon the project. But Dr. Hawk, an advocate for the use of Core for peaceful purposes, spent his own fortune to develop a Core-hunting robot. He named his machine "Metal Walker" and shipped it off to the Rusted Land to start his exploration.

Somewhere on the island Dr. Hawk hit pay dirt. He unearthed "Core Unit," an advanced form of Core. This highly evolved element seemed to have powerful but indefinable properties.

As word spreads of Dr. Hawk's discovery, mining groups from all over the world hurry to the Rusted Land. Now, fueled by dreams of wealth and world domination, each one is rushing to be the first to acquire the unknown power of Core Units.

The race is on!



## GAME SCREEN



Level

Junk

HP (Hit Points)

6

**LEVEL** Your Metal Walker's level.

**JUNK** How much Junk you've collected.

**HP** Your Metal Walker's energy. When it drops to zero, your Metal Walker is broken. You lose half your Junk and return to the spot where you last recovered HP. Good luck on your next try!

To talk to someone or check inside a treasure box, move your Metal Walker near the person/box and press the A Button.

## MAIN MENU

While exploring, press START to display the Main Menu. Use the Control Pad to move the cursor, and press the A Button to select an option.



**MAP OF RUSTED LAND** Pinpoints your location when you're in the main map (outside buildings/dungeons).

**METAL WALKER** Displays your Metal Walker's status, where you can also set Core Units. See page 17.

**SCAN DATA** Display a list of Scan Data you've collected. You can exchange Scan Data for Capsules at a Junk Shop. See page 21.

**ITEM** Check on the items you've collected, and select them for use, deselect them or drop them. You can also display a list of Capsules you've acquired, change their order and get them ready to use in battle. See page 20.

**SAVE** Save your game. See page 8.

**EXIT** Close the Main Menu.

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## SAVING YOUR ADVENTURE

When your Metal Walker is in the main map (outside buildings/dungeons), press START to display the Main Menu. Choose SAVE and press the A Button to save your game to your Adventure Diary.



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The Adventure Diary keeps a record of your game:

- |                      |   |
|----------------------|---|
| <b>PLAYER'S NAME</b> | The name you entered when you started the game.                                 |
| <b>PLAYTIME</b>      | How long you've been playing the game.  |
| <b>WIN RATE</b>      | Your win rate in battles against Metal Masters and your friends' Metal Walkers. |
| <b>CAMP</b>          | Number of camps you've found or established.                                    |
| <b>CORE UNIT</b>     | Number of Land/Marine/Sky Core Units you've acquired.                           |

## METAL WALKERS & OTHER BEINGS

### TETTO

Tetto emigrated to Rusted Land with his father. The pair were separated during an attack by evil Metal Busters. Tetto continues searching for his lost father, believing Dr. Hawk's prediction that "Your father should appear where the Core Units are."



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### META BALL

Meta Ball is Dr. Hawk's prototype Metal Walker. It travels with Tetto as his partner. You can evolve Meta Ball into various types of Metal Walkers by adjusting the Core Units.





### EMIRU

Emiru is the daughter of the president of Crawler Corporation, who has acquired millions by mass-producing Metal Walkers. She opposes her father's materialism and travels alone seeking a simpler life.

### BADON

This Core Hunter wanders around Rusted Land seeking Core Units. He is very stingy and greedy, and will do just about anything to make money.



### DOLFI

By amassing Core Units in Rusted Land, Dolfi hopes to avenge his grandfather Dr. Green, who expired under mysterious circumstances.

### MARINA

Dolfi's sister is working to make her grandfather's dying wish come true – to return the green to Rusted Land.

### DR. HAWK

Dr. Hawk appears from Tetto's transceiver every now and then to give advice. Since he's been studying Core for 50 years, he's worth listening to.

## METAL MASTERS

Evil Metal Masters pester the Core Hunters relentlessly. Everything about them is a mystery, including where they come from and why they attack.



## JUNK SHOP

The manager of the Junk Shop is a master at creating Capsules from your Scan Data.



## METAL BUSTERS

### MB-00 $\alpha$ BUSTER SKULL (LAND TYPE)

This mysterious Metal Buster frightens opponents with its skull-like face.



### MB-01 $\alpha$ BUSTER SCORPIOS (MARINE TYPE)

Do not trust this Metal Buster. It darts behind an opponent and weakens the enemy with a dissolving laser.





**MB-04 BUSTER HELIOS  
(SKY TYPE)**

This fearsome Metal Buster swoops down from the sky to attack its prey with powerful arms.



**MB-30 BUSTER JELLINUM  
(MARINE TYPE)**

Buster Jellinum paralyzes its opponents by zapping electricity through its tentacles.



**MB-06 BUSTER MINION  
(LAND TYPE)**

Buster Minion leaps around lightly on its tail. Don't be fooled by its calm behavior; it can be very dangerous.





**MB-38 BUSTER WIZ  
(SKY TYPE)**

This Metal Buster's translucent shield blocks Capsule attacks. Use a physical attack to defeat it.

## ADVENTURE TIPS

### TIP 1: SEARCH FOR CORE UNITS

Your Metal Walker slowly develops the ability to break obstacles, cross the sea, and leap over objects by getting Core Units. There are three types of Core Units: Land, Marine and Sky. The number and kinds of Core Units you collect determine how your Metal Walker evolves.

When you get a Core Unit, go to the Main Menu (press START) and display the Status Screen. Switch Core Units by pressing the Control Pad /, then press the A Button.

Your Metal Walker has a type and rank. As it evolves, keep checking the message. You may find that your abilities have increased:

**LAND TYPE** This type can break objects. The higher the rank, the bigger the object your Metal Walker can shatter.

**MARINE TYPE** This type can navigate the sea. The higher the rank, the wider the sea your Metal Walker can cross.

**SKY TYPE** This type can leap over objects. The higher the rank, the higher and farther your Metal Walker can leap.



### STATUS SCREEN



<b>LEVEL</b>	Metal Walker's level goes up as you get experience points.
<b>ATTACK</b>	Metal Walker's attack ability.
<b>DEFENSE</b>	Metal Walker's defense ability.
<b>RANGE</b>	Metal Walker's attack range.
<b>WEIGHT</b>	The heavier Metal Walker is, the harder it is to flip.
<b>CORE UNIT</b>	Core Unit(s) set in.
<b>HP</b>	Metal Walker's energy.
<b>MAX HP</b>	Metal Walker's maximum energy.
<b>EXP</b>	Metal Walker's experience points increase if you win a battle.
<b>EXP FOR LEVEL UP</b>	Experience points needed for the next level.





### CHECKING STATUS DURING BATTLE

Press the B Button to display a Cursor. Put the Cursor on a Metal Walker and press the A Button to check its status on the Status screen.

### USING CAPSULES

You can exchange Junk for Capsules at a Junk Shop. When you've collected several Capsules, go to the Main Menu (press START) and display the Item screen. Use the Control Pad to select a Capsule, and press the A Button to set it to "BA(ttle) ON." Press START to change the Capsule order. Finally, exit the Item screen.

When it's your turn in battle, Capsules appear one by one on the battlefield. These Capsules are the ones you've set to "BA ON." They'll appear in the order you set them on the Capsule screen.

You can only take up to 30 Capsules into battle, so plan well when setting your Battle Capsules and the Capsule order.



### TIP 3: COLLECT SCAN DATA

Scan Data is analysis data of Metal Busters. It is as important a research subject as Core.

You gain Scan Data during Flip Battles. To analyze a Metal Buster and get its Scan Data, use a special Battle Capsule called Analyzer. Move the Metal Buster to an Analyzer. If a scan is successfully performed, a Capsule hidden in the Metal Buster is displayed.

You can check out the Scan Data you've acquired by using Scan Data in the Main Menu.

Take Scan Data to a Junk Shop, where the manager will use it to make powerful Capsules. If you bring new Scan Data to a Junk Shop, more types of Capsules will become available. To acquire the Capsules, exchange them for Junk.













## CREDITS

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2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the entire Game Pak to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your Game Pak certified mail. Please include your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM

Consumer Service Department  
475 Oakmead Parkway  
Sunnyvale, CA 94086

This warranty shall not apply if the Game Pak has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to the defective materials or workmanship.

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If the Game Pak develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she may instruct you to return the defective Game Pak to CAPCOM freight prepaid at your own risk of damage or delivery, enclosing a check or money for \$20.00 (U.S. funds only) payable to CAPCOM. We recommend sending your Game Pak certified mail. CAPCOM will replace the Game Pak, subject to the conditions above. If replacement Game Paks are not available, the defective product will be returned to you and the \$20.00 payment refunded.

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