

- Divers
- Small helicopters
- Large helicopters
- Enemy tank
- Homing missile launcher
- Spiked tank
- Enemy plane
- Suicide bombers
- Allen Jr
- Bird masked men
- Bats
- Tall tank
- Turrets
- Lightning rods
- Maggots

8) WEAPONS

- Melee attacks
- Hand gun
- Heavy machine gun (H)
- Rocket launcher (R)
- Shotgun (S)
- Flamshot (F)
- Iron Lizard (I)
- Enemy Chaser (C)
- Drop shot (D)
- Laser Shot (L)
- Super Grenade (G)

9) ITEMS

- Canned Food
- Bannana
- Turkey
- Bread
- Fish
- Fire bombs
- Grenades
- Ammo

10) MISSION GUIDE

- MISSION 1
 - Part 1
 - Part 2
 - Part 3
 - Part 3 secret area
 - Part 4
- MISSION 2
 - Part 1
 - Part 2
 - Part 2 secret area
 - Part 3
- MISSION 3
 - Part 1
 - Part 1 secret area
 - Part 2
 - Part 2 secret area 1
 - Part 2 secret area 2

- Part 3
- Part 4

-MISSION 4

- Part 1
- Part 2
- Part 3
- Part 3

-MISSION 5

- Part 1
- Part 2 route 1 part 1
 - Part 2 route 1 part 2
- Part 2 route 2 part 1
 - Part 2 route 2 part 2
- Part 3
 - Route 1
 - Route 2
 - Route 3
- Part 4

-DUNGEON

11) CARDS

12) FAQ

13) ENGLISH

14) DEVELOPMENT HISTORY

15) DISCLAIMER

1) INTRODUCTION

This FAQ is for Metal Slug Advance, the first Metal Slug game available on the Gameboy Advance. Here you will be able to find all the prisoners, cards and items, learn everything there is to know about each mission and much, much more.

2) GAME SYSTEM

Metal Slug Advance lets you save 3 different game

files. Files can be deleted at any time by using the delete option, and if you should want to copy a file then use the copy function to do so.

When you first start a file you will be given a choice of character to choose and what level of difficulty you want to play the game on. Once you have selected these 2 things there is no way of changing it, so choose carefully. After the selection you will get to see a little cut scene.

As stated, there are 2 different difficulty settings, either normal or hard. Hard mode offers much more challenging boss fights (the "twins" boss on mission 2 moves around much faster than on normal difficulty, for example) and is generally a tougher challenge.

When you have selected the file you want to play or start, you will be taken to the base camp screen. From here there are 5 different options:

MISSION

CARD

PRISONER

SAVE

QUIT

MISSION

By pressing A on this option, you will be taken to the map screen where you can select a mission you want to play. Press B to go back to the base camp screen or if you have a mission you want to play, press A when highlighting it. You select mission by pressing the D-Pad in the chosen direction.

CARD

Here you can view any cards you have gained. If a card can be turned ON or OFF, (such as the Black Hound) you can do so here. Simply highlight the card which has the ON/OFF function then press up or down to what you want.

PRISONER

The option lets you view all the names of the prisoners you have saved in the game, for each mission, including the extra dungeon mission.

SAVE

Selecting this option will let you save your game.

QUIT

This will quit the game and take you to the title screen. Before it lets you quit, you'll be asked if you want to save your game.

3) GAME PLAY

Metal Slug Advance plays just like any of the arcade Metal Slug titles. You pick a character and then have to shoot everything whilst avoiding getting killed yourself. Most of the basic enemy troops will take one hit, but their bigger weapons like tanks and planes take more hits to destroy. Each mission will end with a boss fight.

What differs this game between the arcade Metal Slug titles is that you have a health bar, meaning you can take several hits before you die. If you do die you will have the option of either continuing from the part of the mission you were on or going back to the base camp menu. By collecting health items you can regain health, so always be on the lookout for things such as canned food and bread if you are close to death.

As you play through each mission you will be able to use special weapons such as a shotgun. These extra weapons do more damage than your standard handgun but do not have an infinite supply of ammo. Look at the HUD to see how much ammo you have. For a full list of every weapon, please go to the WEAPONS section.

4) STORY

From the game's manual:

"The special ops squad Peregrine Falcons (a.k.a., PF Squad) is known for demanding the best of its members in any situation to carry out the mission. A day in the corps does not go by without a vigorous regime of training. The mission this time is a simulated battle drill for new recruits. The stage for this drill is a remote island in the South Pacific. Walter and Tyra, the recent recruits with only a minimum of provisions. Once they make it off the island through their own devices, the drill will end successfully.

Naturally, the two have not been provided with any intel on the island's flora, fauna and geography, making it difficult to imagine what obstacles await them, and once they set foot on the island, there is no turning back. This may be just a drill, but one false step could be fatal. Will the two be able to weather the onslaught of ordeals and take their place

among the elite and glory, or will they suffer ignominious defeat? The terrifying trial that will test their abilities to survive has begun. Walter plunges into the heart of the island, spurred by the quickening throbbing of tension and excitement. Tyra follows, putting all her five senses at her keen disposal while prudently passing on. Just as the two disappear into the jungle, a sinister ship approaches! Little do the two new PF Squad recruits know, but their first drill is going to become their first taste of combat. The training unfolds under gathering clouds of war!"

My view:

Metal Slug Advance follows 2 new recruits to the PF Squad as they begin a combat training exercise on a remote island. What they don't know is that the force of the rebel army have already stormed the place, turning it into a sure death trap for the new recruits. Walter and Tyra have to get off the island alive to complete what they think is a drill successfully.

5) CONTROLS

The controls for this game will change depending on what you are doing (for example, if you are on foot or if you are in a slug). The control layout cannot be changed in any way.

GENERAL CONTROLS (applies to all characters/slugs)

UP

Aim upwards. This is the only way to shoot at enemies directly above you, and the only way to get hits in on some enemies.

RIGHT

Move right.

DOWN RIGHT

This will makes your character crouch and start moving slowly to the right. You can avoid enemy fire and keep moving with this, and it allows you access to some areas you cannot get to if you are standing.

DOWN

Crouch. This lets you avoid some enemy fire.

DOWN LEFT

This will makes your character crouch and start moving slowly to the left. You can avoid enemy fire and keep moving with this, and it allows you access to some areas you cannot get to if you are standing.

LEFT

Move left.

B BUTTON

Fires primary weapon. (For the slugs, this is a vulcan cannon, apart from the Black Hound which fires rockets)

A BUTTON

Jump. Even the slugs can jump except the plane slug. With the Thruster+ card, the tank slugs can jump extremely high.

R BUTTON

This is the secondary fire button. For Walter and Tyra, the R button will make them throw a grenade, if they have any. For the tank slugs, they will fire a cannon shot, and for the plane slug the R button is the missile shot.

L BUTTON

This activates the slug's self destruct. When pressed, your character will eject and the slug will go and crash straight forward, damaging anything in it's way.

6) CHARACTERS/SLUGS

CHARACTERS

Walter Ryan

"I'd rather be pumping iron"

Height: 182 cm

Weight 78 kg

Sex: Male

Nationality: Australia
Occupation: Recruit in Government Army's PF Squadron
Age: 21
Blood Type: AB

Reason for enlisting:
Walter entered the Government's PF Squadron,
thinking he could temper both body and mind. He
knows he's got the stamina.

Tyra Elson
"I guess everything's up to me"
Height: 167 cm
Weight: 47 kg
Sex: Female
Nationality: USA
Occupation: Recruit in Government Army's PF Squadron
Age: 20
Blood Type: O

Reason for enlisting:
Tyra's thirst for justice drew her to the elite
and renowned PF Squadron. She scored first on the
paper test. Now she's ready for her final trial.

SLUGS

Metal Slug
The standard tank used in battle is high durable
and manouvarable, and has a vulcan cannon and
cannon shells as weapons.

Black Hound
A new vesion of the Meta Slug which is coloured
black and in place of the vulcan cannon is a
missile launcher.

R-Type
The R-Type slug is a differenty coloured Metal
Slug with a new control system for the vulcan
cannon.

Slug Gunner
This mech suit is a slow moving but extremely
durable slug.

Slug Flyer
The Slug Flyer is a powerful plane equipped with
a standard vulcan cannon and missile launcher.

7) ENEMIES

Metal Slug Advance has many enemies, which I will try and list all of here. See the mission section for a look at the bosses.

BASIC SOLDIERS

These guys come in different colours, such as blue and yellow, but most of the time you'll see them in green. They have various attacks including pistol shots, throwing grenades, throwing rolling bombs, trying to cut you with a knife. Some soldiers have shields and will attack with either pistol shots or a sword swipe at close range. Some of these soldiers have rocket launchers or sit down launchers. Other soldiers include parachuting ones and ones with rubber rings.

MOTORBIKE SOLDIERS

Seen in mission 5 and the dungeon mission, these are easy to kill soldiers on bikes who move around quickly. Most of the time you will be able to avoid them.

DIVERS

These enemies usually pop up, throw a missile, then go back down from where they came. They can be killed most of the time before they even get the chance to throw their missile. If they do throw their missile, just jump or duck to avoid it.

SMALL HELICOPTERS

These will attack with bursts of 3 shots. They usually move slowly but can be a pain to take out, especially if there is more than 1 on screen.

LARGE HELICOPTERS

These are bigger and will move slowly around the screen trying to drop bombs on you. They drop bombs in sets of three. They take more hits to destroy than the small helicopters but due to their slow attacks are still fairly easy to destroy.

ENEMY TANK

Tanks will roll around and fire 2 shells at you which do great damage. They can also hurt you by running into you. With a few grenades or specialweapon blasts they will soon be destroyed.

HOMING MISSILE LAUNCHER

These are stationary launchers that will fire a missile that locks onto you. They can take a lot of hits but the missiles they fire can be destroyed.

SPIKED TANK

These have spikes on the front so if you touch the spikes you will get hurt. They can also fire homing missiles, but you can destroy them when they are fired. To blow this thing up easily, jump and throw a grenade so it hits the pilot. This enemy will destruct when this happens.

ENEMY PLANE

These have missiles that they will launch at you on sight. A shotgun blast will destroy them but with some other weapons they can take more than one hit.

SUICIDE BOMBERS

These guys will use swords at close range or will chuck grenades at you. When you kill them, they will drop to the floor and then produce a stick of dynamite and blow themselves up, which can damage you if you get caught in the explosion.

ALLEN Jr

A mini boss of sorts in mission 5, Allen Jr attacks just like his Dad who is in the arcade Metal Slug games. At first he will attack with bursts of fire from his heavy machine gun and will also toss grenades. When he falls for the first time, he will get back up and try to attack you with a sword.

BIRD MASKED MEN

These primitive people will attack with axes and flaming sticks. The axe carrying ones will use their axe to shield themselves, but overall these enemies are easy to beat.

BATS

A mission 3 exclusive, bats will attack by trying to fly into you. They are annoying pests who get in the way but most of the time you'll be able to kill them easily.

TALL TANK

This kind of tank is tall and will fire rolling bombs. They can take a lot of hits but their attack is very easy to avoid.

TURRETS

These only appear twice in mission 2, and will

fire flaming shots at you, which usually miss. The gun in the turret is the weak point.

LIGHTNING RODS

These are in part of mission 5. They will conduct lightning that can hurt you, just avoid them.

MAGGOTS

Found first in mission 3, these are tiny little white things than only take one hit. They can shoot posion gas upward but they are nothing to worry about.

8) WEAPONS

In each mission, at some point you will be able to collect a special weapon which has a limited supply of ammo. I'll give a description of each one here. Special weapons appear as a square icon with a letter in it, so you can tell which weapon you will be getting when you collect the icon.

MELEE ATTACKS

Whenever you are close to an enemy, your character will do a melee attack and attack the enemy with something like a knife. You can collect a card which lets you do melee attacks on enemy vehicles.

HAND GUN

The standard weapon you always have which never runs out of ammo. The hand gun is very weak but can fire fairly rapidly, but you really want to have a weapon like the heavy machine gun or shotgun when fighting a boss.

HEAVY MACHINE GUN (H)

This is a rapid fire machine gun which has a very fast firing rate and gets through ammo quickly. Whilst it isn't that damaging with short bursts, it's fire rate means it can quickly destroy most enemies.

ROCKET LAUNCHER (R)

This is slow at firing but does great damage and has a big splash range meaning it will kill or damage anything near the explosion. It is fairly useless against fast moving enemies but is ideal for things

like tanks.

SHOTGUN (S)

The shotgun is the best weapon in the game. It's very powerful and covers a large area with each shot, and even the bosses can be quickly destroyed with it.

FLAME SHOT (F)

A flame thrower which is a slow shot but still very effective due to it's power. Each burst of flame stays on the screen for a couple of seconds, meaning you can cause large amounts of damage to boss enemies in a very short time.

IRON LIZARD (I)

When fired, a small missile on wheels will appear and speed across the floor and explode when it runs into anything. This weapon is fairly useless, at least when compared to the arcade Metal Slug games.

ENEMY CHASER (C)

Whilst this was a great weapon in the arcade games, due to shoddy programming this weapon is now practically useless (see the glitches section). Each shot fires a rocket which is suppose to home into an enemy.

DROP SHOT (D)

When you fire this weapon, a bouncing ball bomb will appear and bounce a few times across the screen before exploding. I don't like this weapon much as it isn't as useful in this game as it is in others (such as in mission 3 in Metal Slug X)

LASER SHOT (L)

The laser gun is a powerful weapon which fires a multi coloured laser at the enemy. The only down side with it is that it gets through ammo at a monstrous rate.

SUPER GRENADE (G)

A very powerful weapon that fires straight forward and explodes on contact with the enemy. When it hits, it will shoot up a burst of flame which can damage above enemies, which is a very useful trick to use in part of mission 5.

9) ITEMS

As well as there being weapons scattered around each mission, there are several items you can collect which will help you in some way.

CANNED FOOD

When collected this item will give you some extra health. If you leave this item on screen, the can will get rotten, and if you collect it you will lose health, so always be careful when you see it.

BANNANA

Another health item.

TURKEY

Another health item which adds more health than either of the above items do.

BREAD

Another health item.

FISH

Oh look, another health item.

FIRE BOMBS

These change the grenades to fire bombs. When these are thrown they explode and set part of the ground on fire for a short amount of time.

GRENADE

Collecting this adds more to the number of grenades you have.

AMMO

This looks like a box of ammo. If you have a special weapon, you shall receive more ammo for it.

10) MISSION GUIDE

MISSION 1

Cards:

- *S.Clip
- *Tyra
- *Walter
- *Handgun+
- *S.Grenade+
- *Turkey
- *Bread
- *Red Jewel
- *Banana
- *Canned Food
- *Formor
- *M1 Clear

Like all first levels in video games, level 1 is pretty easy and you shouldn't have that much trouble getting through it. The first time you play this mission you will get to see a small cut-scene showing a few blue soldiers running out off a boat, followed by your character, as Allen Jr. tells you to advance. This level is set at the outskirts of a jungle/forest type place for the most of it apart from part 3.

PART 1

As soon as you start this mission, a soldier will try and attack you but never seems to hit you if you stay still. Anyway, when you are starting this mission, don't move. Just shoot the first soldier I just mentioned, then aim up and fire. The bullets fired will make a noise as if they are hitting something. Keep firing until a prisoner drops down, who is prisoner (001) and he will give you the S.Clip card.

After doing this continue forward and you will see a trench with 2 soldiers in it and another prisoner. Kill the soldiers- and they are usually too slow to shoot at you- then free prisoner (002), who will drop a heavy machine gun icon, make sure to collect it. To the right of the trench is a ledge with prisoner (003) on it, free him to get some bread.

Continue right shooting the small number of enemy soldiers that appear until the screen locks and won't let you scroll any further. Be sure to be at the left of the screen at this point as a tall enemy tank will appear from the right and start moving towards you. With the heavy machine gun this tank will not take long to kill and can usually be destroyed before it even fires a shot. If it does fire a shot avoid it by jumping, as this tank's shots always travel

slowly across the floor. When you do destroy it, prisoner (004) will drop down from above you and when saved will give you some grenades.

The screen now unlocks and lets you go to the right, and there is prisoner (005) in front of you. When he is saved he will give you some canned food.

Keep going right and you will see another trench, with 2 soldiers and 1 prisoner in it. Throw a grenade to kill the enemy soldiers and then save prisoner (006), who drops a rocket launcher icon. Collect it, then jump back up to the ledge to the left. Then jump right and shoot upward to free prisoner (007) who was tied up in the air. He will drop to the floor and will give you some bread.

Now jump out of the trench and keep going right. You will see prisoner (008) Save him for more bread. At this point you will see two wooden platforms, and one enemy soldier in the middle of them. Go to the middle and kill the soldier, then crouch and keep shooting to the right. Prisoner (009) will appear to give you Walter's card.

After doing this, continue going right until you have to fall down into yet another trench. When you do fall down it, go to the left corner of it and shoot to reveal prisoner (010) who will give you Tyra's card.

Now go right a bit and a big enemy helicopter will appear and start dropping bombs in sets of three. These bombs are easy to avoid and the helicopter can easily be destroyed quickly with the rocket launcher. The screen will unlock so you can progress right again. Before jumping out of the trench, shoot at the bottom right hand corner of it (make sure to crouch) to reveal prisoner (012), who has the red jewel card.

When you do jump out of the trench, stay on the ledge and move to the left, then jump to the left and shoot upward. Prisoner (011) will drop down, who was tied up in the air much like prisoner (007) Save him to get a heavy machine gun.

Now keep going right. There are a few enemies here, so kill them carefully. Once they are all dead or avoided, keep going right to finish this part of the mission.

Go right and you will see three enemy soldiers who have those little rocket launchers. Kill the first one by going next to him and firing, then aim up and kill the other two. Jump up 4 ledges and there will be a box on the fourth ledge. Shoot it to get a banana. Whilst still on this ledge, aim up to take out another enemy with a rocket launcher, then jump upward to land on a slope.

Walk right up the slope and move to the right of the screen, then jump up to the ledge above you. Jump up to the ledge above that, then jump across to the left to another ledge. There are a few enemies here than need to be taken out so make sure to do so. At the left of this ledge you can see a bird's nest. Shoot it to reveal a turkey. Now from this ledge, jump up two ledges. There is a third ledge to the right which has a box on it which you have to jump across too. Do so and shoot the box to get the Iron lizard weapon. Jump up from this ledge to the land above you to face a enemy tank.

The tank can be destroyed by blasting it with the iron lizard, but watch out for the enemy tank's shots. Once it has been destroyed, move to the right and you will see another bird's nest. Shoot it and you will get another turkey. You can now see two ledges above you, jump up to the second one and kill the enemy rocket launcher soldier. From here you can see a tied up prisoner to the right. However there are a few soldiers running around, so kill a few of them. Once things are clear, jump over to prisoner (013), who will give you a very useful shotgun once saved.

From here, jump up and you will be on another slope. There is a wooden log ledge above you, jump up to it. Another ledge is above this one, so jump up to it. Jump to the left to land on another ledge. If you want a heavy machine gun, go to the left of this ledge and fall off it and land on the second ledge below it to see box which has the heavy machine gun in it, but I would stay with the shotgun. Anyway, once you are on the middle platform, jump up to be on solid land.

From here an enemy tank will attack you, destroy it and then keep going right to end this part of the mission.

PART 3

As soon as you start this part, there is a Metal Slug waiting for you (or it may be a different slug, depending on what you have

turned on, see the cards section for more details) Jump into it and an enemy tank will appear. Use the slug's heavy machine gun to destroy it and try and save your shells for the boss.

Keep moving right and a few soldiers will appear, just run them over. Soon you will go past a stair case and the screen will lock as an enemy tank appears on the top floor. Destroy it, and another tank will appear on the ground floor, so blow that one up as well.

Once the second tank is no more, the screen will let you move right again, and you'll see a box. Run it over for the gas power up which will top up your slug's health. Continue right and the screen will lock again, and lots of enemy soldiers will drop down. Run them all over and soon a enemy tank will appear from the right of the screen. When you destroy it, another one will appear from the left of the screen. You know what to do. Once the second tank has been blown up, the screen will unlock so you can move right again.

At the first window you see, shoot at it and after a while prisoner (014) will drop down and will give you some more shells/grenades. Keep going right and you will see another staircase, and then the screen will lock as two enemy helicopters appear. Shoot them down with your slug's heavy machine gun. When destroyed, one helicopter will drop some bread and the other one will drop canned food. Now go up the staircase to end this part, or, if you have it opened up, continue right to go into a secret area.

PART 3 SECRET AREA

You will need the Tutor's Love card for this hidden area to be open. When inside it, move to the right and shoot upward to free prisoner (015) You really need the shotgun to free him this way. When you save him, he'll give you the S.Grenade + card. Now go to the left to see 2 bookcases. Shoot the one nearer to the exit and a hidden card, the handgun + will drop out for you to collect. Now leave this area and go up the staircase to end this part of the level.

NOTE: If you entered this secret area with a slug, your character will jump out of it before going inside. When you come back out, the slug will be gone.

PART 4

The boss of mission 1 is a big tank called the Formor, which is three times as big as a Metal Slug. Formor will shoot shells in sets of three, with each one going a certain distance so watch them carefully and move to avoid them. The Formor also has a charge attack where it will ram into you, so to avoid this simple jump when it is about to hit. The Formor's other weapon is a gun on the back of it that fires at you, so make sure to duck to avoid being hit, or jump the shots.

If you still have your slug, this boss fight will take no time at all. Use all your shells on it and it should blow up pretty quickly. If it still hasn't blown up and you don't have any shells left, press L to crash your slug into the boss to damage it further.

If you don't have your slug, use grenades to damage it. At this point you should still have your shotgun that prisoner (014) gave you, and this does great damage to the Formor. If you take a while and still have not destroyed the boss, a heavy machine gun icon will appear, collect it if you only have your handgun.

By the way, when the boss doesn't have much health left, flames will be on it everywhere. At this point the Formor will have a new attack where it does huge jumps around the screen trying to crush you a few times. Just keep moving around to avoid being squished.

To get the Formor's card, you must destroy it quickly. My advice is to have the Black Hound unlocked and use it in this mission. When you get to the boss, hold down the fire button to fire the homing rockets and keep pressing R to shoot shells into it. If you run out of shells, press L to crash the slug into the boss. With the Black Hound, this boss will soon fall and you will get it's card.

MISSION 2

Cards:

*I.L. Clip

*Dropshot Clip

*Marco

*Level 1 Armor

*Dropshot +

*Rumi

- *R.Laucher+
- *S.S. Sword
- *Amber Jewel
- *Metal Slug
- *Emain Macha
- *M2 Clear

Mission 2 is possibly one of the funnest in the game, mainly because you can use the Metal Slug so much. There are also lots of useful cards to pick up in this mission. In terms of difficulty this mission is easy if you use the slug in it.

PART 1

When you start, move right to see a slug and two enemy soldiers who are talking to each other. Kill them both then jump into the slug. You can use this slug, as long as you don't let it get destroyed, for the entire mission unless you go into the secret area, but more on that later.

Keep moving right and shoot down any enemy soldiers that get in your way. You will arrive at a large log which has half of it sticking out into the air. Shoot the tip of it and prisoner (016) who will give you the I.L. Clip. Once you have saved him and got the card, go back up and drive up the log, then jump off it to the right whilst shooting in the right/up right direction to free another prisoner who was tied up in the air. If you can't save him, get the thruster card and do this mission again later, you will have a much easier time getting this prisoner. Anyway, this prisoner, prisoner (017), will give you the dropshot clip.

Go right a bit and the screen will lock as one of those tall enemy tanks rolls into view. Blow it up and the screen will unlock, so move to the right and you'll run into prisoner (018) who has a heavy machine gun for you. Keep going right, slowly. You will see the tip of a turret gun. Stop moving right, and jump and fire a shell to hit the turret. The turret will fire a shot at you, but you can't be hit as your are too low. Once the shot has gone past you, jump up and fire another shell. Keep repeating this process until the turret is destroyed.

Now move to the right and the screen will lock once again. Enemy soldiers will throw bombs at you and a enemy helicopter will appear and start dropping bombs in sets of three, as usual. If you want to have full shields for the slug, jump out of the slug and use the heavy machine gun to destroy the helicopter and kill the soldiers, then jump back into the slug. If you do use the slug and it gets damaged, destroy

everything on the screen, then shoot at the black square in the destroyed turret and prisoner (019) will appear, who has some gas for the slug.

Jump upward and you will see another log, this time pointing out to the left. Jump up to it and go the left of it, where there is a box with some bread in it, then jump and shoot directly upward to free prisoner (020), who has Marco's card.

Now start going right again, and go up the next log you see which is longer than the previous two. At the near tip of this log is prisoner (022), who will give you the level 1 armor card. From the tip of this log, jump to the right and jump up a couple of ledges. To the left of you there is another log which is the longest yet. Drive up it, and at the tip of it is prisoner (023) who has a rocket launcher for you. Now drive to the tip of the log and jump off it too the left whilst shooting in the up left direction to free prisoner (021), who was tied up in the air. Save him to get the Dropshot + card.

Once you have saved this prisoner, keep going right and jumping up ledges, until you get to a level patch of land. The screen will lock and an enemy tank and small helicopter will appear, destroy them both to proceed to the next part of the level.

PART 2

When you first enter this section, there are two large trees in the background shoot at the middle of the second one and Rumi's card will drop down for you to collect. Go right until you see a platform in front of you which you have to jump across too. Before you do, a diver will jump out with a big missile, kill him before he has a chance to throw it at you. When you do jump onto the middle platform, another diver will jump out, so be ready to shoot him. On the platform there is prisoner (024) who has some fire bombs which replace your grenades with bombs that spread fire everywhere. When he has been saved, jump and shoot directly upward to free prisoner (025) who has a heavy machine gun to give to you.

Once he has been saved jump across from this platform to the right. Continue right killing enemy soldiers and you will eventually arrive at a ledge. Shoot the tip of this ledge and the Metal Slug card will drop down. At this point, you can drop down the first pit you see

to go to the hidden area of this part of the mission, see below for details.

Otherwise, you must jump over to a wooden structure, and the screen will lock as an enemy submarine drops down and starts firing missiles at you. Use your slug's shells to destroy it quickly. Then jump across to where it was (the screen will be unlocked) and jump across again to yet another wooden structure.

You will now see a new type of enemy who have swords, can throw bombs at you and, worst of all, will blow themselves up when killed which will hurt you if you stand near them.

Anyway, on this wooden structure, shoot the enemy high above you, then shoot at the left tip of this wooden structure to reveal prisoner (026), who will give you the amber jewel card. After doing this, free prisoner (027) who is directly in front of you, who will give you a rocket launcher.

Jump across to another wooden structure and a few enemy troops and a small helicopter will attack you, take out the helicopter first. After they are gone, jump across to the next wooden structure, which has a few more enemy troops to kill, then jump across to yet another structure. Another small helicopter will appear, destroy it and then jump across to the last wooden structure which has prisoner (028) on it, save him to get a turkey. Continue right to finish this part of the mission.

PART 2 SECRET AREA

When you are at the bottom of the pit, shoot at the bottom platform and the rocket launcher + card will drop down, make sure to collect it. Go left to enter the secret area. Inside there are 2 prisoners above you on platforms. Free them by throwing fire bombs on each platform. The one on the right, prisoner (029), will give you the laser weapon, whilst the other one, prisoner (30), has some canned food. Now go to the far left of this room and aim upwards and shoot and the S.S. Sword card will drop down.

By the way, there are a few enemy troops in this room but they don't pose a problem. Also, like in mission 1's secret area, if you try to enter the area with a slug, your character will jump out of it and go inside on foot, and when you appear back outside the slug will be gone.

PART 3

The boss of mission 2 is called Emain Mahca, also known as "Twins" and is two tanks which attack you one at a time.

The first one is slower and will trundle on screen. The only place it can be shot at is it's turret, so constantly fire at that to damage it. The turret will fire fire bombs around the area so tread carefully to avoid them. Also, sometimes an enemy soldier will pop out of part of the tank and shoot at you, kill him so he doesn't cause trouble. Eventually the tank will explode.

However, once it has exploded, the second tank comes on and it moves a lot faster than the first one but has the same tactics and weak spot as before. You'll just have to have quicker reactions this time. Once this tank has been destroyed the mission will end.

On the hard setting, the second tanks moves around ridiculously fast and as so is harder to land shots on. If you want to defeat this thing quickly to get it's card, make sure you have your slug with you at this boss (and you really should have the Black Hound turned on for this boss) and use it's heavy machine gun/homing rockets for a quick and easy win. If you don't have the slug, then my advice is to use the laser to destroy it, you can get another laser by killing the yellow troops that appear from either form of the boss, the odd one will drop a laser icon when killed.

MISSION 3

Cards:

- *L.2 Armor
- *Tarma
- *Marsnium
- *Paper thing
- *Blue jewel
- *Madoka
- *Stealth
- *L5 Armor
- *Coin
- *S.G. Clip
- *I.Lizard+
- *Hyper Vulcan
- *Crawler

*H.M. Clip
*Kaladgolg
*M3 Clear

When you first play this mission, you'll see a little cut scene of your character running forward and cutting open a cage who has a prisoner inside (this prisoner doesn't count on your prisonerlist by the way) Your character will then see Allen Jr a few feet in front of you and your character will run towards him, but then the ground will give way and your character will fall down a pit! Allen Jr will start laughing as a couple of enemy soldiers join him in chuckling away. It seems Allen Jr has turned traitor.

This mission is mainly set underground and you will be fighting new enemies who are exclusive to this mission. Like the last two missions, you can use the metal slug you can find in the third part against the boss.

PART 1

You'll fall downward when you start this mission until you eventually hit solid land. As soon as you do, two bats and two humans with bird masks will rush towards you. These bird men use primitive weapons such as axes or will throw fire sticks at you. The bats are small and can move fast but are easy to kill. Move right and you will see a small ditch, and a platform with prisoner (031) on it. Free him and he will give you a turkey. If you shoot at the bottom right corner of the trench, you will free prisoner (032) who has a flame shot weapon for you.

Continue right and more enemies will appear, shoot them with the flame shot. You will then see a pit, jump across it and the screen will lock. Lots of bird enemies will appear, shoot them all and the screen will unlock. Now position yourself to the right side of the pitfall so about half of your character is standing on thin air and the other half on solid land, and jump and shoot upward. A hidden card will drop down, the hyper vulcan, and fall on your character.

Continue right killing enemies as you go until you see a prisoner above you on a large platform. This is prisoner (035) and he has some canned food for you. Now go right again until a message on screen going GO!-> You'll see a torch nearby, shoot at it and a enemy chaser weapon will fall out, collect it and then move on to the next section.

PART 1 SECRET AREA

To be able to go to this hidden section, you'll need the Ancient Soul and Weird Ruins cards. When you have those, you will see a large platform has appeared just after the pit where the hyper vulcan card was. Jump on the platform and it will rise. When you can see a platform to the left of you, jump across to it and shoot upward. First a few bananas will drop down, and if you keep shooting the S.G. Clip will also drop down. Now fall back down to the platform that took you up here and it will rise again, this time ride it all the way to the top. When you get to the top, shoot at the torch and prisoner (034) will appear who has a heavy machine gun weapon for you.

Keep going left and a bird enemy will attack you, kill him and crawl left to see prisoner (033) who has the useful crawler+ card. Keep crawling left and there are lots of maggots in the way, stab at them to kill them but watch out for poison gas. Once you've got past them, you will be in a small area where you can stand up. Shoot upward here to reveal the L.5 Armor and I.Lizard+ cards. Now go back the way you came and continue the mission as usual.

PART 2

Go right and an enemy soldier will run on and throw some of those rolling bombs, and I've quite often seen him kill himself with his own weapon. Once he is dead, go right and the jump down a platform and shoot at the dent in the left side of the wall, prisoner (037) who will give you the H.M. Clip. Now jump up a few platforms until you can see a few enemies, go onto the same platform as them and kill them. Keep going right until you see a box, this has the drop shot weapon in it. You will also see a tied up prisoner above you, this is prisoner (039) who will give you another drop shot weapon. To rescue this prisoner you will probably end up falling down to the bottom level of this area. Simply go left and jump up a few platforms to be back where you were before. Very near where prisoner (039) was, there is another tied up prisoner to the right of him. This is prisoner (040) and he will give you the L.2 Armor card.

It's very likely that you fell down to the bottom of the level when rescuing the above prisoner. Good. When you are at the bottom, go to the far right of the level, and you will see a upward spray of purple poison gas. Directly above this spray is a hidden prisoner. Throw a grenade at where the tip of the

poison spray is and prisoner (042) will drop down, who has Tarma's card. Now go to the very far left of this area and shoot at the bottom left corner to get prisoner (036) to appear, he has a super grenade weapon to give to you. Make your way back up the platforms and go right, but this time fall down the first pit you see. You will appear in a little area with a rocket launcher soldier, kill him. You will see a hole in the ground you can fall down. Shoot above this hole and prisoner (038) will drop down, who has the grenade clip card. Now drop down to the bottom level of this area and work your way back up to the top and now go all the way to the right, keep going right until the screen locks. A lot of bats will attack you, but if you duck these creatures will not be able to hit you and will fly right past you. Once the screen unlocks, go left and jump up three platforms to prisoner (041) who has a turkey power up for you.

Now go back to where the bats were, and go left and go down the hill until you can see a small platform with a box on it. Jump over to this platform and shoot the box, which has the stealth card inside it. Now go all the way back to where the bats were and go right to end this part of the mission.

PART 2 SECRET AREA 1

This secret area will open up when you get the Cave maze card. After the rolling bomb soldier, jump up a platform and a previously sealed off section will be open to you, go through it to be in a small room. Inside here are several bird enemies. As soon as you enter this section, jump forward and crawl through the gap, throw a grenade to kill the enemies on the other side. Free prisoner (044) has the coin card, once you save him, jump up and aim at the corner to the left of the gap you just had to crawl through and shoot, the paper thin card will drop down. Now crawl back through the gap and when you are near the exit of this secret area, aim up and shoot and prisoner (045) will fall down who has the blue jewel card for you.

PART 2 SECRET AREA 2

After you exit secret area 1, jump up a few platforms and go left and you will be able to go through another area which was sealed off previously. Inside here make your way to the far left to prisoner (043) who will give you Madoka's card. Shoot at the top left corner of this area and the Marsnium card will drop down.

Many bird enemies will appear once you get to the prisoner in here, so be careful. Once you have killed them all, exit this section and finish this part of the mission.

PART 3

As soon as you enter this section, move right and throw as many grenades as you can at the tall enemy tank in front of you can to destroy it quickly, then kill the soldier who is pushing a metal slug. If you don't kill him in time, he will push the tank into the sea so you cannot use it so kill him quickly. Get inside the tank and move right, killing many enemies and jumping platforms as you go. At one point the screen will lock and you will have to face LOADS of those rocket throwing divers. I hate this bit of the mission, it goes on for far too long in my opinion. Once you kill the last diver the screen will unlock so you can move to the right again. After a short while of going right, the screen will lock again and lots of yellow enemy soldiers will drop down. The first wave will try to knife you but if you are in the slug they cannot hurt you. The next wave will throw grenades at you so kill them quickly. There will then be another wave of grenade throwing soldiers, kill them quickly. The screen will then unlock at this point so move right and you will see a single enemy soldier with a rocket launcher. Kill him and continue right to end this part of the mission.

PART 4

The boss of this mission is called the Kaladgolg and is a train type thing. It has a large super laser in the middle and its extra weapons are two mini guns and two mine launchers. At first the boss will use its mini guns to try and get you, just jump around to avoid their fire. After a short time the guns will stop and the Kaladgolg will fire its extremely powerful super laser, be sure to be out of its way when it fires. It will fire the super laser twice in a row. Also, the boss may fire a few mines before it fires the laser so watch out for those.

The only area of this boss you can shoot is where the super laser powers up. You can still use this metal slug against this boss, if you still have it, so use its vulcan cannon on the super laser to damage this boss quickly.

When the boss is damaged, flames will be all over it. It uses the same tactics but moves around faster so make sure you are ready to move when it does. Keep shooting the super laser and eventually the boss will blow up and mission 3

will be completed.

To defeat this boss quickly, collect the super grenade weapon from part 2 and have the metal slug from part 3. When you get to the boss, jump out of the slug and fire every super grenade into the bosses' weak point, followed by all of your grenades. If it still isn't destroyed at this point, jump into the metal slug and fire its shells into the weak point (make sure you do not have the A.P. cannon card on for this boss) or use the slug's vulcan cannon if you cannot get accurate hits with the shells.

MISSION 4

Cards:

- *Eri
- *E.C. Clip
- *E.Chaser+
- *L.3 Armor
- *L.S. Clip
- *Shotgun+
- *Type-R
- *Super TNT
- *Treasure Box
- *Army Knife
- *Fish
- *Hyakutaro
- *Keesi III
- *M4 Clear

This mission starts out at a beach with lots of rocky platforms. In the first part beware of the sea, if you fall in you will die. Parts 2 and 3 are full of enemies and can be tricky to get through without dieing. This is the only mission without any secret areas or alternative routes.

PART 1

You will parachute down at the start of this mission, and you'll see two enemy soldiers talking to each other. They won't notice you as you drop in and you can kill them before they even have the chance to see you. After killing them, stand at the first barrel you see and jump upward whilst shooting down to reveal a hidden fish power up. Go right and you will see another barrel. Repeat what you did for the fish to get an enemy chaser weapon. Continue

right and you'll see some funny rock formation things, stand underneath the second one, aim up and shoot and the Type-R card will drop down. Keep going right and the screen will lock.

At this point, enemy troops will parachute down, but with the enemy chaser weapon they will all be killed pretty quickly. After they are all dead the screen will unlock. Free prisoner (046) to be given a rather nice shotgun weapon. Continue right and you'll have some rocky platforms to jump. When you leap onto the second one the screen will lock again, and you'll have to face 2 small enemy helicopters before you can proceed, but with the shotgun these machines are very easy to beat. Once they have been destroyed the screen will unlock, so go right and jump up the small 3 steps, then fall off the little ledge and shoot the left corner for another fish. You will see a rocket launcher enemy and a tied up prisoner on the next platform. When the enemy fires of a shot, jump across and kill him with your shotgun, and the blast will probably free the prisoner. This is prisoner (047) and he will give you the L.S. Clip card.

Jump across the platforms as you make your way right. Watch out for a couple of divers who will throw missiles at you if you don't kill them fast enough. Jump across another platform to see prisoner (048) tied up, free him to get the E.C. Clip card.

You'll now have to jump across a few more platforms, some of which are the same as the ones you had to fight the 2 small enemy helicopters on earlier. There are a few well placed enemies who can hit you as you jump around and this can be fatal so be careful when getting through this section. Once you have gotten through, move right to finish this part.

PART 2

As soon as this part starts, a spiked enemy tank will roll on. You should still have the shotgun at this point so this enemy machine should be very easy to destroy, a couple of blasts will total it. Continue right and you'll see an enemy soldier on a platform, kill him. You then need to make a jump across. This jump is VERY difficult to pull off, so expect to die a fair few times at this part of the mission. Once you do make it, fall down to the box below you and break it for a shotgun weapon. From here keep going right shooting enemies as they appear and then prisoner (049) will give you some bread. Now go to the left until you see a platform you can jump up. Do so, then head right climbing

a set of stairs, and you will see prisoner (050) who has the shotgun+ card. Once he is saved, head all the way back, jump over the gap that was so hard to get across before, then go left to where you faced the spiked tank, and head up a couple of platforms and go right, climbing a set of stairs.

At the top of these stairs there is prisoner (052), a shotgun blast will free him and he will walk to the right then drop down. When you save him he'll give you a laser shot weapon. Then head right up another large flight of stairs.

NOTE: If you don't go and rescue prisoners (049) and (050), there will be a slug available to you at the top of the stairs where prisoner (052) is near. The slug makes this section a lot easier but you can only use it in this part of the entire mission.

Anyway, at the top of the large flight of stairs, jump left to a platform where you can see a box. Inside the box is the E.Chaser+ card. From here jump up another couple of platforms and head left. A few enemies will pop out of the square black holes in the background, shoot them before they have the chance to see you. When you reach the end of the platform you are on, stand at the very tip of it then jump left and shoot and you will free prisoner (054) who has the super TNT card. When you do so you will drop down between a couple of rocket launcher carrying enemies and a rolling bomb throwing soldier. You will have to have good reactions to survive this part without taking a hit. Once these 3 enemies have all been killed, head left down some stairs and keep going left. You will see a homing missile launcher and a few enemy soldiers, kill them and head left to see prisoner (051), free him to receive a rocket launcher weapon. Jump up a few platforms and head right up some stairs. When you are about a quarter of the way up these stairs, jump left and shoot upwards to free prisoner (053) who has a banana power up for you. Now continue up the stairs all the way killing enemies as you go, then the ground will level out, continue right and then you will have to go up another set of stairs, once you are at the top of this set go right and you'll see a box, open it up to get the army knife card. Go right and you will go onto the next part of the mission.

PART 3

Go right here and watch out for enemies who pop out at you. The 5th black square in the background you see has the L.3 Armor card in

it, shoot at the square to make the card drop. Jump across to the garage door you see and shoot above it, prisoner (057) will drop down and he has Eri's card. After getting this card, go to the elevator and let it take you up so you can proceed right, go right and you will see a orange soldier who will leap at you, so be careful. Once he is out of the way, go a bit more right and you will see a firework throwing soldier in front of a garage door, jump down to him and kill him then aim above the garage door and shoot to get prisoner (060) who will give you some bananas. Go left and fall down, do NOT take the lift. You should hold left or you will fall down a pit. An enemy tank should be to the right of you. Keep going left until you get to a garage door, shoot above it to free prisoner (058) who has some bread for you. If you don't have much health left, go all the way to the left to see a box, break it for a turkey power up. Now go all the way to the right to where the enemy tank and pit was. The pit will now be gone and there is a lift there which will take you back up. Shoot the tank from long range then take the lift up. Let it take you all the way up until it stops. Go right to a garage door, shoot above it to get the Hyakutaro card. Now jump across left and go left and keep going left until you get to another garage door, shoot above it a lot to get a treasure box to fall on you. Go left from here to another garage door, shoot above it to free prisoner (056) who will give you some canned food.

Go right from here to the lift and let it take you up all the way, then when it stops go left and shoot above the garage door to free prisoner (059) who will give you the iron lizard card. From here go right and jump the gap and keep going right until you see another lift and a tank. Stand on the lift and throw grenades to destroy the tank, then let the lift take you up. Then go right again and you will see another lift, let that you all the way up then go left and jump across the first pit you see to another garage door. Shoot above this to get grenades. Go left and jump across to another section and shoot at the first black square you see to free prisoner (055) to get a flame shot weapon. Go all the way back to where I said go left first, but go right now. At the first black window you see, shoot at it to get some bread to drop down. Shoot the third window to get some canned food. Now go right up a small flight of steps and keep going right to end this part of the mission.

PART 4

Keesi III is the boss of this mission and it

is a rather large bomber plane. When it first appears it will start firing bullets at you from the two small guns it has. After a few shots from these it will lower down and let a few soldiers out. When these appear, try to kill them before they hit the ground. Always watch out for a yellow coloured one- when he is killed he will drop an enemy chaser weapon for you.

Once you do enough damage and flames start appearing everywhere on it, it will change tactics. It will fire lots of bullets and then open up it's front revealing a large missile. It will try to slam the missile on you, so just carefully try to move out of it's way before it shoots the missile at you. Another tactic this boss has is to move off screen then sweep from the left to the right of the screen or vice versa firing lots of bullets, they can be avoided but expect to take a hit here. One final other tactic this boss has is to use the missile again, but before it drops the missile it will fly upward off screen and then rush downward, just run from one side of the screen to the other to avoid this attack. Keep shooting it and this boss will blow up and crash.

To destroy this boss quickly, get the flame shot from the previous section, and be sure to have the F.S. clip and Flame shot+ cards, plus a lot of grenades. As soon as the boss battle starts, use the flame shot until all of it's ammo is gone then throw grenades until you run out of those. The only thing you can do after this is to blast it with your hand gun (make sure to have auto fire on) and this boss should soon be destroyed.

MISSION 5

Cards:

- *Fio
- *Flak Jacket
- *H.M. Gun+
- *F.S. Clip
- *L.4 Armor
- *A.P. Cannon
- *Dungeon
- *Black Hound
- *F.Shot+

- *L.Shot+
- *Thruster+
- *Allen Jr
- *Demon God
- *Hyper Cannon
- *Cabracan
- *M5 Clear
- *All Clear

The final "proper" mission of Metal Slug Advance has you attacking the enemy's base with a air attack. Once inside you will have to survive in a maze or rooms and corridors until you find the boss.

PART 1

Well, this part is simple. Just jump into the plane slug right in front of you and you will automatically take off and go onto the next part. And yes, if you jump into the water, you will die. Actually, if you have not got the washout card yet, I would recommend getting it now by simply jumping into the water, then selecting go back to camp, and you will get the card.

PART 2 ROUTE 1 PART 1

You'll now be in a sky battle. Enemy planes will come on screen and attack you by launching missiles at you, avoid or shoot them. When you shoot at these planes they usually go to the top left or bottom left side of the screen where you cannot hit them and then launch missiles at you, move around and they will move so you can start shooting them again. After wasting a few of these enemies, a few enemy troops with rocket launchers will fall parachute down, shoot them down before they have the chance to shoot at you. Then you will face more enemy planes, and after destroying a few more of these a small enemy helicopter will appear, destroy it to end this part of the level.

PART 2 ROUTE 1 PART 2

You can still use the slug flyer for all of this part of the mission until you reach the end of this part or it gets destroyed. Go to the right and you will see a spiked enemy tank, destroy it and keep going right. You'll now be at a platform, and you can either go above it or below. On the below level there is another spiked tank, on the top there are a few enemy soldiers and a super grenade weapon. Kill the enemies then destroy the box on the platform to reveal the super grenade weapon, collect it.

Continue to the right and eventually you will come across a few rocket launcher enemies and a homing missile launcher, take out the soldiers first then destroy the launcher. You can destroy the missiles the launcher sends at you by the way. After the first one is gone, go a bit more to the right and there is another one, blow it up.

Keep going right and you will meet a enemy tank and a few soldiers, destroy them all quickly and use a couple of missiles on the tank if you wish. Keep going right and you will see a platform above you with 2 enemy tanks on it and a gas power up in between them. Take out the tanks then get the gas, then continue right. There will be a homing missile launcher at one point, and then after that a few enemy troops who need to be taken out. Keep going right until the screen locks.

At this point enemy troops will parachute down with rocket launchers. My advice is to get out of the slug flyer (if you still have it) as on foot you have more room to move. Shoot down the soldiers, and once the screen lets you move again, get back in the slug flyer (again, if you have it that is) move up and shoot the box and collect the grenade power up.

Keep going right and eventually the screen will lock once more as an enemy tank and small helicopter appear. Destroy the tank first and then take out the helicopter. Once they have both been dealt with, the screen will unlock and you can move onto the next section. Please skip the next section on route 2 and go to PART 3.

PART 2 ROUTE 2 PART 1

To get on this route, you must let the slug flyer be destroyed or simply press L in the section after part 1. You will be parachuting downward and you will face multiple enemies who try to shoot you. If they do hit you, you will drop a few meters quite quickly. Shoot down the soldiers and collect some weapons as weapons such as the shotgun and heavy machine gun are on offer here. Also look out for an enemy tank at the near bottom of this section, as well as a few homing missile launchers. One other thing to watch out for are lightning rod type things. When they are flashing blue, don't go down the middle, just move to the side and you won't get hurt. When you reach the bottom of the level, you will be on foot again and need to proceed right to end this part of the mission and move onto the next.

PART 2 ROUTE 2 PART 2

You will now appear on the enemy docks. Proceed right and you will see an enemy tank and a few soldiers, if you have the shotgun from the last section still these will not pose a problem. In the box next to the tank is the super grenade weapon. Continue right and some enemy planes will appear and launch a missile each at you, either shoot the missiles or avoid them. Watch out for enemy troops in this section who attack you.

Continue right until the screen locks. Enemy soldiers will now appear with rocket launchers, and a few will parachute from the sky. Kill them before any of them can fire off a shot, and then move right when the screen unlocks. In the box you see there is another super grenade weapon. Jump across a few platforms but watch out for divers who jump out of the water, who will throw a missile at you unless you kill them before they have a chance to do so. Keep going right and eventually you will see a spiked enemy tank, shoot at it with the super grenade to destroy it quickly.

Continue right and another spiked tank will appear, as well as tied up prisoner (075) Destroy the tank and then save the prisoner, who will give you a fish. Jump to the next platform but watch out for enemy planes and soldiers. Rumi, who is a supply girl in most of the Metal Slug games, will be there. Shoot at her to make a hole in her backpack and some food items will drop out. After three have fallen out, she will run off and you can go onto the next section.

PART 3

After the second part of route 1 or 2, you will arrive inside the enemy base. This is where it gets confusing, mainly because there are many routes in this part of the mission. What I am going to do is offer 3 ways of going through the mission. Basically, you'll have to play through this mission 3 times to get everything, so each time you do choose a different route.

ROUTE 1

Move right and you will see a box and beyond it are a few enemy soldiers who try to attack you, including one soldier on a platform above you. Throw a couple of grenades to deal with them. A tank will also roll on, destroy it with a few grenades. On the platform above the tank there is a box with a rocket launcher weapon inside. Collect it and then go onward and you will see a few more enemy troops, kill them and then you can either go up or down. Go UP.

You'll now be in some kind of gym. In front of you are 2 enemies, one with a shield and one with a

sniper rifle. Toss a grenade to kill both of them. Move slightly forward and 4 enemy soldiers will drop down and start throwing grenades, kill them quickly. After they are all dead, shoot at the punching bag on the left (it has a X on it) and prisoner (072) will drop out, save him for some canned food.

After doing this move right and you will see another box with a rocket launcher soldier on it. Kill him then jump over the box and go next to another rocket launcher soldier, kill him then take out the other soldier above you. Once again you can either go up or down, go UP.

In this small room an enemy tank will approach you, shoot it (you should still have some rocket launcher ammo left) and then free the prisoner you can see behind where the tank was. This is prisoner (065) and he will give you a turkey. Another tank will appear from the left and a enemy soldier will drop down, destroy them both. Now go to the left of the screen, and look up at the box and barrel above you. Shoot at the box first and prisoner (064) will drop down, he has a laser shot for you. Now shoot at the barrel and the dungeon card will drop down. Exit this room and go DOWN.

From here, just keep moving right taking out enemy troops as they come. The laser shot should make short work of them. You can get yourself a super grenade weapon if you want, it's in the box on the platform you see as soon as you enter this section, but I would stick with the laser shot.

When you get to a flight of metal stairs, look up at the camera above you. Shoot at it and the Black Hound card will drop down, be sure to collect it. After doing so climb the stairs and continue right, a spiked tank will come into view. Destroy it with the laser shot, then move right until you go into another room.

Shoot the two soldiers you see as soon as you enter this room. The screen will lock as more soldiers drop down above you, kill them. A couple more firework throwing soldiers will come on, duck to avoid their attack and kill them both. On the map in the background there are 2 blinking dots. Shoot at the first one and the heavy machine gun+ card will drop down. Shoot at the other blinking dot and prisoner (068) will drop down, who has a heavy machine gun weapon to give you. The screen will be unlocked at this point, so you can go right onto the next section.

You will now be in another room. There are 2 pictures in this room, one with an X on it and one with a picture of General Morden. Shoot at the one with the X to get prisoner (069) who will give you

the L.Shot+ card. Shoot at the book case at the right of the screen to destroy it and reveal a hidden passage way, but first a few enemy soldiers will come out, kill them and then move right to the next part of the mission.

In this small room there is an enemy spiked tank in front of you. Shoot at it with the heavy machine gun or maybe toss a few grenades to destroy it quickly. Once destroyed, the remains of the tank will stay there, shoot at the ground where the tank is to reveal the F.Shot+ card, collect it, then move on to the next room.

In this room you will have to make your way down a small slope until the ground becomes level again. Some soldiers will appear from no where and leap about trying to knife you, avoid their attacks and shoot them. When you see a box, shoot at the left side of it to reveal prisoner (070) who will give you 100 extra bullets for the heavy machine gun (if you still have it that is) or whichever special weapon you have at that time (most likely to be the heavy machine gun) Jump over that box and a few more troops will attack you, kill them, then shoot at the left side of the next box you see to reveal a fish power up, which is great if you aren't at full health at this point. Jump over this box and continue right to go to the boss of this mission.

ROUTE 2

Move right and you will see a box and beyond it are a few enemy soldiers who try to attack you, including one soldier on a platform above you. Throw a couple of grenades to deal with them. A tank will also roll on, destroy it with a few grenades. On the platform above the tank there is a box with a rocket launcher weapon inside. Collect it and then go onward and you will see a few more enemy troops, kill them and then you can either go up or down. Go DOWN.

The start of this room seems to be some kind of kitchen or something like that. Move right and kill the enemies as you go. Beware of the snipers who usually duck and fire. When you see a lot of boxes with a soldier on top, look a bit to the left. There is a large table with four chairs. One of the chairs has no backing. Move to that one, aim up and shoot and prisoner (067) will drop down, save him for some grenades. Now jump over the boxes and kill a few soldiers, and you'll see an enemy tank. Move beneath it and then shoot if from below, be carefully to avoid it's shots but most of the time you are out of it's range. You can now either go up or down. Go down.

In this small room there is a spiked tank and a prisoner behind it. Destroy the tank with some grenades, then free prisoner (066) who has the F.S.

Clip. Now shoot at the crates above you until one of them makes a noise like it is getting hit. The Hyper Cannon card will drop down and fall on you. Keep shooting and then the L4. Armor will drop down, collect that too. Then go back out the way you came, then go UP.

In this room, keep moving right and kill as many soldiers as you can. At one point, the screen will lock and you will have to fight a few soldiers and a tank, use grenades on the tank. Keep moving right and you have another choice: either up or down. Go DOWN.

In this shower room you will first see 2 enemy soldiers talking, you can kill them before they see you. Once they are dead, more soldiers will drop down, kill them as well. When they have all been killed, one lone soldier will appear at the left of the screen and throw a firework at you, sometimes you can kill him before he has a chance to do anything if you are quick enough. Once he is dead, go to the shower nearest to the right of the screen, aim up and shoot until prisoner (061) appears who has a drop shot weapon for you. Leave this room and take the room UP above you.

Move right in this larger room and take out any enemy soldiers that appear. When you get to a flight of stairs, climb them and then stop at the top, aim up and shoot at the camera above you to get an iron lizard weapon icon to fall down, take it or leave it. Move right and the screen will lock as a tall enemy tank appears, destroy it and watch out for enemy troops above you. Once the tank and troops are gone, the screen will unlock and you can move right again. Keep going right until you see a platform and a tank. Quickly jump up on the platform, then jump up to the left and move left until you see a box, shoot it to get the thruster+ card. Now go back the way you came until you see the tank again, destroy it, then go DOWN.*****

Move right and shoot the box for a heavy machine gun. Keep moving right killing enemy troops until the screen locks. At this point lots of those bomb rolling enemies will appear, kill them until no more show up, then the screen will unlock and you can move right again. Climb the stairs and you'll see a tank that you will need to destroy, then keep going right and down the large steps. Shoot the box for some canned food. You'll see another tank, but you can avoid it if you want and go right to proceed to the next section.

The box in front of you has a turkey inside it. I would save it and use the lift to get back up here and collect it after you have fought Allen Jr. Jump off the ledge and hold left to land on the platform with the prisoner tied up on it. This is prisoner (071) who has a heavy machine gun weapon for you. Go left and jump to

the platform with the box on it and shoot it to get some fire bombs, but collect them quickly or the tank underneath this platform will shoot you. Now drop a level to the same level as the tank and move right and shoot the other box for the Laser shot weapon. I'd actually save this for the proper boss, so like the turkey come back later to collect this weapon.

Now drop down another few levels and move left. The screen will lock and Allen Jr will appear to fight you. He moves around quickly and will try to shoot you with his heavy machine gun. Don't get close to him or he will slash you. If that wasn't enough he has an infinite supply of grenades to throw at you. Just keep jumping around and shooting and he will fall, but then get back up. He will now try to cut you apart with his sword, so use the same tactics as before to kill him proper. Once he is dead, you will get the Allen Jr card. The screen will now unlock, move to the right and take the lift up to collect the turkey and laser, then go back down and go right to the next area which is the boss of this mission.

ROUTE 3

For this route, follow route 2 up to the point where I put *****. Instead of going down this time, go UP. You will appear in a large room, go right and jump between the two boxes you can see. Shoot at the left side of the second one for a turkey. Now jump over the second box and you'll see a large box, shoot at it and the A.P. cannon card will fall out. Now climb the 2 sets of stairs, at the top of the second set is a tank, move close to it and destroy it as it cannot hurt you in this position. Go onward until you have a choice; you can either go up or down. Go DOWN.

In this toilet room, there are four blue soldiers who all act surprised when you come in and you can shoot them before they even have time to draw their guns. After doing this a few more soldiers will drop down above you, so be alert. Once they are all dead, shoot at the first toilet in the room to reveal prisoner (062) who will give you a fish, then go to the third toilet, aim up and shoot and prisoner (063) will drop down, save him to get the R.L. Clip. Exit this room and go UP.

As soon as you enter this room, there is a camera right above you. Shoot at it and the flak jacket card will drop down. Continue right and you will have a lot of platforms to jump with enemies on motorbikes to avoid, but they aren't that hard to avoid. There also many enemy troops around this section, make sure to kill them as they can get in your way as you jump around. When you are at the top you will see a metal slug, get in it and continue forward to the next area.

When you enter this area, kill the 2 soldiers then shoot at the camera and Fio's card will fall down. Collect it and then continue right up some stairs, at some point the screen will lock and a large enemy sub will drop down. Shoot at it but watch out for grenade tossing troops from behind you. After the sub is destroyed, the screen will unlock so move right and go up more stairs until you see a spiked tank. Destroy it and then move right to the next area.

Go right to a funny set of metal slabs and enemy troops will attack you. It can be hard to not take a hit here but try to take all the enemies out quickly. Proceed right and you will pass some jail cells, keep going right and eventually another spiked tank will come into view, with 2 tied up prisoners above it. Destroy the tank and then free the prisoners. Prisoner (073) has a rocket launcher weapon for you, whilst prisoner (074) has a fish. After saving both of them, go right to end this section and go onto the boss of this mission.

PART 4

Cabracan is the final boss of Metal Slug Advance and is, at it's most basic, a big brown ball. It only has one weak spot, which is the red circle in the center of it. When you first enter this boss stage, you will drop to the bottom with some platforms.

Jump up the platforms and then start shooting the red part. After a few seconds the red part will shield itself and the Cabracan will launch some droids at you which fire lock on shots at you. Shoot them to destroy them. When you destroy the second one, it will drop a heavy machine gun weapon for you but it vanishes quickly so collect it as soon as possible.

The next weapon the Cabracan has is to fire blue balls from underneath it which rise upward. Duck in either the bottom left or bottom right of the screen and they will not hit you.

Now the Cabracan will fire a super laser, stay in the bottom left or right corner to avoid it. The laser fires in the middle and brings all destroys all the platforms. The Cabracan will now move down and start firing bouncing blue lasers everywhere, but you can start shooting the red part again. Move carefully whilst shooting the red part. After a while the Cabracan will rise up out of range, but then the platforms will drop again. Jump up them and this process of Cabracan attacks will keep repeating.

Once you have done enough damage, the Cabracan will have flames all over it and use more droids at you when it launches them. It also gains a new attack where it fires blue lasers in a circle, stand directly underneath the Cabracan and you should not be hurt by them. Keep blasting the red part and eventually the Cabracan will fall and you will have completed the game.

On hard mode, the droids move faster. Also, the blue bouncing lasers move MUCH faster when the Cabracan is on fire and are very, very difficult to avoid. One other thing is that the blue balls which rise upward have more chance of hitting you if you are not in the bottom left or right corners, as they cover more of the arena than usual.

To destroy this thing quickly, you will certainly need the Black Hound, hyper cannon, hyper vulcan, thruster+, L.5 armor and perhaps the A.P. cards before attempting to fight this boss. As soon as the boss fight starts, jump up to the top left of the screen, then hold down the A button whilst jumping and firing shells at the Cabracan. Once you have no shells left, hold down so you can throw grenades from the slug by pressing R. A few grenades will destroy it quickly. Basically, to get the card this boss has to die before it has a chance to fire its platform destroying super laser.

DUNGEON

This is a special mission you can unlock and has loads of great cards to collect. This mission has no boss but is full of routes and it will take you a while to collect everything. Each time you collect a card, the mission will end. There is also one exit down a pit in this mission.

For this mission, I will give you a route which will lead you to a card. Follow each route to get all the cards. I will not provide a detailed guide, I will just state which way to go, so right means go to the right exit when in a room. If you have a choice of up right or down right, follow what I say. Also if the route is either middle right and up right and I state right, I mean straight on.

NOTE: When you first start the dungeon mission, always shoot at the first red flag you see to free prisoner (076) who has a flame shot for you.

SLUG GUNNER CARD:

Right, right, right, right, right, upright, right, upleft, left, left, left, left. Free prisoner (077) you can see to get the card.

IR SENSOR CARD:

Right, right, right, right, right, upright, right, upleft, left, left, left, down pit. Work you way down this room until you see a tied up prisoner to the right hand side. Free this prisoner, who is prisoner (078) for a rocket launcher weapon. When you have done this, aim left and shoot at the box you can see to the left side to free hidden prisoner (079) who has the IR sensor card.

X RAY SENSOR CARD:

Right, right, down pit, left, down pit, right, upright, free prisoner (080) who is tied up in this room to get the card.

PANDORA CARD:

Right, right, down pit, left, down pit, right, right. Shoot at the left X flag to free prisoner (082)

TUTOR'S LOVE CARD:

Right, right, right, right, right. Somewhere in this room you will see a dangling prisoner above a couple of enemy soldiers. This is prisoner (081), free him for a banana. From this room go down right, right, down, right, right, shimmy down left, left, down pit, down pit, left. In this room shoot at the black square near the exit sign to free prisoner (083)

CAVE MAZE CARD:

Right, right, right, right, right, upright, right, right. In this room you will see prisoner (084), who has some canned food for you. From here continue right, right, right, down pit, left. Save the prisoner you see in this room, who is prisoner (088) for the card.

MAMA CARD:

Right, right, right, right, right, upright, right, right, right, right. In this room go a bit right to the black square you can see, shoot for prisoner (087) who has a heavy machine gun for you. From here go right, down pit, down pit (this pit is a bit to the left of you when you drop down the first one) From

here work your way down, then go to the right corner. Jump across to the left side to free prisoner (085) who has a fish for you. Now jump back over to the right and aim up at the lantern and shoot to free prisoner (091) who has the card.

ANCIENT SOUL CARD:

For this card, follow the route for the Angelica card until you appear running up some steps where you first see the suicide bombers. Instead of going right, go left, then left again and you will see prisoner (089), free him for this card.

WEIRD RUINS CARD:

Right, right, right, right, right, upright, right, right, right, right, right. In this room go right, jump over the pit you see and go into the right room. Keep going right in this room and you'll see prisoner (094) who has a fish for you. Go left out of this room and then down the pit, then right. In the top right corner is prisoner (095) free him and he will drop down and give you the card.

ANGELICA CARD:

Right, right, right, right, down right, right, right, right, right, right. In the final room you'll face a load of those suicide bomber enemies, and prisoners (096) (097) (098) (099) will drop down and give you food items and weapons. The last prisoner to drop down, prisoner (100) has the Angelica card.

ROUTE TO FREE 4 PRISONERS:

(This route doesn't get you any cards. It just gives you a route for 4 prisoners and puts you right next to the only exit of the dungeon.) Right, right, down pit, left, down pit, right, down right, right, down pit, right. Prisoner (092) is in here and will give you some bread, once freed go right, right. Aim up, then jump and shoot to free prisoner (093) who has a heavy machine gun for you. From here go right then down the pit you see. As soon as you appear from falling down the pit, duck and shoot right to reveal prisoner (086) who will give you a rocket launcher. From here go down and you will see a pit. To the left of this pit is prisoner (090) who has a enemy chaser weapon for you. Go down the pit, then go left, left and down the exit.

11) CARDS

In each mission of Metal Slug Advance there are cards you can collect. In total there are 100 different cards in the game. To collect them, simply move into them and then finish the mission. You must not die after collecting a card. If you do die, the card you collected before you die will not count and you will have to collect it again. Some cards will help you in game, such as making your weapons more powerful, whilst some are simply for looking at. I'm going to list every card here, what they say and what they do, if anything. Also, any spelling mistakes or gramatical errors that were made on the official descriptions used in this game for the cards have been left here, so things like "leader of PF squid 1" are present still. See the Engrish section for more details.

1. Stealth "Equipped with stealth ability."

You must turn this card on or off, you have the choice. By having it on, you can press L when in a slug to turn on stealth and become invisible to enemies. However, you cannot fire any weapon, and because L now has a new function, you cannot crash the slug anymore. Press L again to turn off stealth.

2. Marsnium "Slug now invincible but HP decreasing."

Like stealth, you can have this card either on or off. When it is on, when you are in a slug it cannot be damaged but it's health is constantly decreasing slowly. Once it runs out, one hit will destroy the slug unless you get the gas power up. This card is pretty useless as it means you can't use slugs for a good amount of time.

3. S.S. Sword "Allows attacks on enemy tanks with knife."

Like the above two cards, you have to have this card turned on or off, I would certainly have it turned on. It means you can use melee attacks on enemy vehicles, which is useful and can save you special weapon ammo.

4. Paper Thin "One hit will destroy."

With this card turned on, you will die with one hit making any mission a great challenge to play through. If you get into a slug though, one hit will not destroy it.

5. Type-R "Transforms metal slug to Type-R."

You can either have this turned on or off. With it turned on, all Metal Slugs will be replaced with Type-Rs. These look just like the Metal Slug but

have a different colour scheme and the heavy machine guns controls are different. If you hold right, the heavy machine gun will aim left and vice versa. I don't really like this card and would suggest leaving it turned off until you get the Black Hound.

6. Black Hound "Transforms metal slug to Black Hound."

With this card turned on, all Metal Slugs will be replaced with Black Hounds. The Black Hound looks just like a Metal Slug but coloured black, and instead of a heavy machine gun it has a very useful homing rocket launcher. This is the best slug of the lot so as soon as you get the card, turn it on.

7. Slug Gunner "Transforms metal slug to Slug gunner."

By turning this card on, all Metal Slugs will be replaced with Slug Gunners. These Slug Gunners are mech suit type things which are slow moving but have good armour, but the normal Metal Slugs are better. If you hold down to duck when it one of these things, it will get some tracks out and let you roll out, but it is still slow.

8. H.M. Clip "Doubles heavy machine gun ammo."

Gives you more ammo for this weapon which is useful since it has a fast firing rate.

9. R.L. Clip "Doubles rocket launcher ammo."

Doubles the ammo for this powerful weapon.

10. L.S. Clip "Doubles laser shot ammo."

This card doubles the ammo for the laser shot and is a great card to have since the laser shot burns through ammo quickly.

11. S. Clip "Double shotgun ammo."

This is another great card to have because the shotgun is a very powerful weapon and is even better with twice the ammo.

12. F.S. Clip "Doubles flame shot ammo."

Doubles the amount of ammo for the flame shot. This is great since the flame shot is a powerful weapon.

13. I.L. Clip "Doubles iron lizard ammo."

Gives you twice as much ammo for the iron lizard.

14. E.C. Clip "Doubles enemy chaser ammo."

Doubles the ammo for this great weapon.

15. D.S. Clip "Doubles drop shot ammo."

Doubles the ammo for this weapon.

16. S.G. Clip "Doubles super grenade ammo."

This card is great since it gives you twice as much ammo for this powerful weapon.

17. Grenade Clip "Doubles supply of grenades."

This gives you twice as many grenades, so you will have

20 to use from the start of each mission.

18. Handgun+ "Enhances handgun attack power."

This card will make the handgun, your standard weapon, more powerful which is very useful.

19. H.Machn Gun+ "Enhances heavy machine gun attack power."

Makes the heavy machine gun more powerful.

20. R.Launcher+ "Enhances rocketlauncher attack power."

Makes this powerful weapon even more powerful.

21. L.Shot+ "Enhances laser shot attack power."

This makes the laser shot more powerful.

22. Shotgun+ "Enhances shotgun attack power."

This makes the shotgun very powerful, so much so that it can destroy most enemy vehicles with 2 hits or less.

23. F.Shot "Enhances flame shot attack power."

Makes the flame shot more powerful.

24. I.Lizard+ "Enhances iron lizard attack power."

Makes this weapon more powerful.

25. E.Chaser+ "Enhances enemy chaser attack power."

Makes this great weapon more powerful.

26. D.Shot+ "Enhances drop shot attack power."

Makes the drop shot more powerful.

27. S.Grenade+ "Enhances super grenade attack power."

Makes this very powerful weapon even more powerful.

28. Super TNT "Enhances grenades attack power."

Makes your grenades more powerful.

29. Army Knife "Slightly enhances knife attack."

This card makes the knife attack (melee) a bit more powerful, but not much.

30. Demon God "Doubles knife attack power."

This makes the knife/melee attacks much stronger than usual.

31. Flak Jacket "Decreases damage to player by 10%."

With this card, Walter or Tyra will receive less damage from attacks, but not by much.

32. L.1 Armor "Decreases damage to slug by 10%."

Any slug you are in will have slightly stronger armour.

33. L.2 Armor "Decreases damage to slug by 20%."

Any slug you are in will have slightly stronger armour.

34. L.3 Armor "Decreases damage to slug by 30%."

Any slug you are in will have stronger armour.

35. L.4 Armor "Decreases damage to slug by 40%."

With this card your slug will be much stronger and

take many more hits.

36. L.5 Armor "Decreases damage to slug by 50%."

The final slug armour card. This card will give your slug some very heavy armour meaning it can take many hits.

37. Hyper Vulcan "Enhances slug's vulcan cannon power."

This card make's a slugs vulcan (heavy machine gun in most cases) more powerful.

38. Hyper Cannon "Enhances slug's cannon power."

This makes your slug's main cannon/missile attack more powerful.

39. Thruster+ "Increases height of slug's jump."

Make sure to have this card turned on. It means your slug will be able to jump much higher than usual and this can be very useful for saving some prisoners and if you use a slug against mission 5's boss.

40. A.P. Cannon "Makes slug's cannon shell fly straight."

You can have this card on or off. With it turned on, your slug's cannon will shoot straight instead of dip.

41. Crawler+ "Stomp on enemy tanks and damage them."

This card means you can run over enemy vehicles, which is nice.

42. IR sensor "Reveals spots of unseen hostages."

You can either have this turned on or off. With it on, it turns on infrared. With this extremely useful card, you can see where there are any hidden prisoners by looking for red spots in each mission. Shoot at the red spot to reveal the prisoner. This card makes the dungeon mission much easier.

43. X-Ray Sensor "Reveals spots for hidden items."

Does the same thing as the card above but this time shows hidden items and the spots are green instead of red.

44. M1 Clear "Proof of clearing mission 1."

Complete mission 1 for this card.

45. M2 Clear "Proof of clearing mission 2."

Complete mission 2 for this card.

46. M3 Clear "Proof of clearing mission 3."

Complete mission 3 for this card.

47. M4 Clear "Proof of clearing mission 4."

Complete mission 4 for this card.

48. M5 Clear "Proof of clearing mission 5."

Complete mission 5 for this card.

49. All Clear "Proof of clearing all mission."

Complete missions 1, 2, 3, 4 and 5 to get this card.

50. Weird Ruins "Makes ruin's steps passable"

When you get this card, whenever you go into the first

part of mission 3, you will see a large platform which will take you up to a hidden area.

51. Pandora "Clears poison gas in the cave's depths."
When you get this card, the purple poison gas in the second part of mission 3 will be gone.

52. Tutor's Love "Lets you enter the secret training camp."
Opens up a hidden area at the near end of the third part of mission 1.

53. Cave maze "Lets you enter hidden stage in the cave."
With this card, you can enter two previously blocked off secret areas in the second part of mission 3.

54. Ancient Soul "Lets you enter hidden stage in the ruins."
Opens up a hidden area in mission 3, used with weird ruins card.

55. Dungeon "Lets you enter the dungeon."
Collect this card to open up the extra dungeon mission.

56. Coin "gold coins that could be lucky."
Picture card of a single golden coin.

57. Red jewel "Red jewel with a deep brilliance."
Picture card of the jewel.

58. Amber jewel "Amber jewel with a bright sheen."
Picture card of the jewel.

59. Blue jewel "Blue jewel with a strange glow."
Picture card of the jewel.

60. Treasure box "Treasure box with ancient riches inside."
A picture of a red treasure box.

61. Turkey "Piping hot turkey made on the island."
Picture card of a turkey.

62. Canned Food "Rations. No food, no fight!"
Picture of a food can.

63. Banana "Offers loads of much needed fiber."
Picture of 3 bananas.

64. Bread "Daily bread you can find it anywhere."
A picture card of a loaf of bread.

65. Fish "Fresh seafood from the sea."
A picture card of a fish.

66. Walter "New PF recruit joined to find true worth."
A picture card of Walter.

67. Tyra "Do-gooder who really hates evil-doers"
A picture card of Tyra.

68. Mama "Walter's mama. One wild lady."
A picture card of Walter's mum/mom.

69. Angelica "Tyra's dear dog. a really friendly pug!"
A picture card of Tyra's dog.
70. Marco "Leader of PF squid 1."
A picture card of Marco, who is a playable character in every Metal Slug game. Except this one.
71. Tarma "Hobby is customising motorcycles."
Picture card of Tarma, who was player 2's character in the first Metal Slug game and has been in a lot of Metal Slug games.
72. Eri "Trained as a first-class secret agent."
Picture card of Eri, who first appeared in Metal Slug 2.
73. Fio "Sole daughter of Italy's main magnate."
Picture card of Fio, who also first appeared in Metal Slug 2.
74. Rumi "Ubiquitous guy of supply. Bad at navigation."
A picture card of Rumi, the supply girl of the PF squad.
75. Madoka "Rumi's twin also bad at directions."
A picture card of Madoka, who obviously looks just like Rumi.
76. Hyakutaro "A brave ally who'll always bail you out."
Another picture card. See the development history for more information.
77. Allen Jr "Allen's son he shadows the PF squad."
A picture card of the mini boss you can face in mission 5 if you want to.
78. Metal Slug "All-purpose prototype army's pride."
A picture card of the metal slug.
79. Formor "3 times bigger than a regular metal slug."
Picture card of mission 1's boss. Destroy it quickly to get this card.
80. Emain Macha "Two in one tank called "Twins"."
A picture card of mission 2's boss. Destroy it quickly to get this card.
81. Kaladgolg "Troop train with mounted laser cannon."
A picture card of mission 3's boss. Destroy it quickly to get this card.
82. The Keesi III "New bomber for use in local battles."
A picture card of mission 4's boss. Destroy it quickly to get this card.
83. Cabracan "Weapon that creates earthquakes"
A picture card of mission 5's boss. Destroy it quickly to get this card.
84. Decoration "Given for clearing with "PAPER THIN"."
To get this picture card, complete any mission with the paper thin card turned on.

85. Washout "Given for not killing a single enemy."
To get this picture card, don't kill anyone. Just die
as soon as you start a mission, let the first enemy you
see keep hurting you until you die.

86. Soldier A "Proof of courage. Must kill 100 foes."
Kill 100 enemies for this picture card.

87. Soldier B "Proof of warrior. Must kill 200 foes."
Kill 200 enemies to get this picture card.

88. Soldier C "Proof of veteran. Must kill 300 foes."
Kill 300 enemies to receive this picture card.

89. Soldier D "Proof of hero. Must kill 999 foes."
If you kill 999 enemies (takes a while) you will
get this picture card.

90. Prisoner A "Proof of saving 10 hostages."
Save 10 prisoners for this picture card.

91. Prisoner B "Proof of saving 20 hostages."
Save 20 prisoners for this picture card.

92. Prisoner C "Proof of saving 30 hostages."
Save 30 prisoners for this picture card.

93. Prisoner D "Proof of saving 40 hostages."
Save 40 prisoners for this picture card.

94. Prisoner E "Proof of saving 50 hostages."
Save 50 prisoners for this picture card.

95. Prisoner F "Proof of saving 60 hostages."
Save 60 prisoners for this picture card.

96. Prisoner G "Proof of saving 70 hostages."
Save 70 prisoners for this picture card.

97. Prisoner H "Proof of saving 80 hostages."
Save 80 prisoners for this picture card.

98. Prisoner I "Proof of saving 90 hostages."
Save 90 prisoners for this picture card.

99. All saved "Proof of saving all hostages."
Save all 100 prisoners to get this card.

100. All Cards "Special card for getting 99 cards."
The final card is another picture card and you
will get it when you have the other 99 cards
listed above.

12) FAQ

1) Are there any hidden characters in this game?

No. The only playable characters in Metal Slug Advance are Walter and Tyra. Marco, from the arcade Metal Slug series, was rumoured to be hidden in the game at one point but he definitely is NOT a playable character.

2) In the hidden area in mission 2, there is a fuse to a load of explosives. Is there any way to light the fuse and blow everything up?

I've tried doing this but the answer is no. It's a shame really, it would have been a really cool thing to do in there.

3) I can't get the Cabracan card.

Keep trying using the ways I have said. It took me many, many tries to get this card so keep at it and you will get it eventually.

4) Is there anyway to save the auto fire setting?

No, every time you turn the game on you must change it manually.

5) Do you get anything extra if you complete this game on the hard setting?

No. Even if you complete the game with all the prisoners and cards you won't get anything extra. Hard mode just offers more of a challenge.

6) Which are the best weapons?

I would say that the shotgun is the best weapon in the game due to how powerful it is, a fast firing rate and that it covers a large area with each shot. The flame shot is also good and you cannot beat the heavy machine gun for a rapid fire weapon.

7) Is it possible to avoid the bats at the near end of mission 3 part 2?

The bats in this section can be weird. Usually you fight 2 waves of bats, but I've managed to have no bats at all appear or only have to fight/avoid one wave. It seems random.

13) ENGLISH

Like most games that SNK have had anything to do with, Metal Slug Advance has a few badly translated words. I'll try and list them all in two sections: in-game and in-manual.

IN-GAME:

-Like almost every Metal Slug game, whenever you collect the rocket launcher, the guy says the name of the weapon, but he always pronounces it "Rocket LAUncher"

-When you get the Iron Lizard card, go and check it's description. It says "Enhances Iron Lizerd attack power" It should be lizard, and I find it strange that they spelt lizard right everywhere else apart from here.

-When you get the Super TNT card, check it's description. It says "Enhances grenades attack power" It should be "grenade's"

-When you get the All clear card, check it's description. It says "Proof of clearing all mission" It should be "Proof of clearing all missions" or "Proof of clearing every mission"

-When you get the coin card, it is the only card which has a description that doesn't start with a capital letter.

-When you get it, check the Angelica card description. It goes "Tyra's dear dog. a really friendly pug!" It should be a capital "a" before really.

-When you get Marco's card, go and check it's description. It says "Leader of PF squid 1" Instead of "Leader of PF Squad 1"

IN-MANUAL:

On page 3, at the near bottom, it says the word "islandis" instead of island's.

Also on this page, a few words after the above mistake it says "thereis" at one point instead of there is.

At one point on page 4 Tyra is called "Tyler"

There are probably more errors which I haven't found, feel free to e-mail them to me.

14) DEVELOPMENT HISTORY

Metal Slug Advance was a troubled game. When it was first shown, it looked very different to the game now. Use this link:

<http://www.gamespot.com/gba/action/metalslugcybermission/media.html?sid=6098753&mode=gameplay&autoplay=6098753>

Now go and watch "Metal Slug Advance Gameplay movie 1". This video shows different bosses and completely different levels. It also shows many other interesting things, such as the Black Hound firing a blue laser!

However, as time went on it became obvious that the game had been changed. It's rumoured that the game was started again from scratch at one point.

If you read previews in magazines and on the Internet, you can often read very strange things including information about an underwater level. Well, there was, at one point, going to be an underwater level! A friend of mine called Ragey has found unused sprites of the Slug Mariner, mines and a squid enemy. These things are still in the game cartridge, but are never used. Ragey also found several other unused animations.

To basically see what this game originally had in it, head here:

<http://tenchionline.com/ragey/MetalSlug-MissingInAction/8-METALSLUGADV/MSA-Main.htm>

Ragey's site on it details all kinds of things we never saw in the final version of the game.

15) DISCLAIMER

Only GameFAQs and Neoseeker can use this FAQ.
Anyone else must e-mail me. My e-mail is:

tatsu_maki_sen_pu_kyaku@hotmail.com

This may be not be reproduced under any
circumstances except for personal, private use.
It may not be placed on any web site or otherwise
distributed publicly without advance written
permission. Use of this guide on any other web
site or as a part of any public display is
strictly prohibited, and a violation of copyright.

2005 Rugal
