

Nintendo

GAME BOY color

DMG-BM4E-USA

The background of the cover features a large, stylized illustration of a green, mechanical, insect-like creature with a circular head and multiple legs, set against a dark, textured background. The creature's head is positioned at the top, and its body extends downwards, framing the central title. The title "METAL WALKER" is rendered in a bold, metallic, 3D font with a red outline and a silver interior. Above the title is a circular emblem with a yellow border and a dark center containing a stylized, glowing blue and white design. The entire title and emblem are set within a circular frame that resembles a mechanical component or a lens.

METAL WALKER™

INSTRUCTION BOOKLET

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.



This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



CAPCOM®

CAPCOM ENTERTAINMENT, INC.

475 Oakmead Parkway, Sunnyvale, CA 94086

©CAPCOM CO. LTD., 2000

©CAPCOM U.S.A., INC. 2000 ALL RIGHTS RESERVED.

CAPCOM and the CAPCOM logo are registered trademarks of CAPCOM CO. LTD. METAL WALKER is a trademark of CAPCOM CO. LTD. The ratings icon is a registered trademark of the Interactive Digital Software Association.

LICENSED BY

**EVERYONE
NO DESCRIPTOR**



NINTENDO, GAME BOY, GAME BOY COLOR AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
© 1989, 1998 NINTENDO OF AMERICA INC.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

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

KER METAL WALKER METAL WALKER METAL WALKER

CONTENTS

Starting Up	2
Controls	3
Rusted Land Map	4
Robots on the Move!	5
Game Screen	6
Main Menu	7
Saving Your Adventure	8
Metal Walkers & Other Beings	9
Metal Busters	13
Adventure Tips	16
Tip 1: Search for Core Units	16
Status Screen	17
Tip 2: Train your Metal Walker in Flip Battles	18
Tip 3: Collect Scan Data	21
Tip 4: Make a Base Camp	22
Tip 5: Exchange Base Camps with Friends ..	23
Battle Arena	24
More About Metal Walkers	25
Metal Walker Types	25
Capsules	26
Medalia Capsule	27
Metal Walker Transceivers	27
Credits	28



REGISTER ONLINE AT WWW.CAPCOM.COM

STARTING UP

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

2

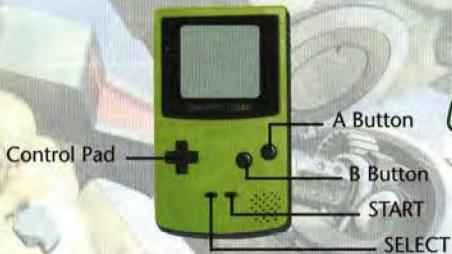
NEW GAME – Start **METAL WALKER** from the beginning. Enter your name on the input screen using the Control Pad to choose and pressing the A Button to set. Delete with the B Button. Choose END with the A Button to start the game.

CONTINUE – Resume a game you've previously saved.

PRECAUTIONS

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

CONTROLS



3

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

RUSTED LAND MAP



ROBOTS ON THE MOVE!

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

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

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

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

The race is on!

GAME SCREEN



Level

Junk

HP (Hit Points)

LEVEL Your Metal Walker's level.

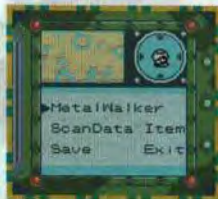
JUNK How much Junk you've collected.

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

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

MAIN MENU

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



MAP OF RUSTED LAND

Pinpoints your location when you're in the main map (outside buildings/dungeons).

METAL WALKER

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

SCAN DATA

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

ITEM

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

SAVE

Save your game. See page 8.

EXIT

Close the Main Menu.

SAVING YOUR ADVENTURE

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



8

The Adventure Diary keeps a record of your game:

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

METAL WALKERS & OTHER BEINGS

TETTO

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



META BALL

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



BADOH

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



EMIRU

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



DOLFI

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

MARINA

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

DR. HAWK

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

METAL MASTERS

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



JUNK SHOP

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

METAL BUSTERS

MB-00 α BUSTER SKULL (LAND TYPE)

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



MB-01 α BUSTER SCORPIOS (MARINE TYPE)

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

MB-04 BUSTER HELIOS (SKY TYPE)

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



MB-06 BUSTER MINION (LAND TYPE)

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

MB-30 BUSTER JELLINUM (MARINE TYPE)

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



MB-38 BUSTER WIZ (SKY TYPE)

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

ADVENTURE TIPS

TIP 1: SEARCH FOR CORE UNITS

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

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

16

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

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

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

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



STATUS SCREEN



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

TIP 2: TRAIN YOUR METAL WALKER IN FLIP BATTLES



Exit

Metal Buster

Metal Walker



18

You will encounter battle-eager Metal Busters all over Rusty Land. These evil hunks are intent on destroying your Metal Walkers. Defeat Metal Busters in Flip Battles to gain experience points and Junk.

To control your Metal Buster during Flip Battles:

- Set your direction with the Control Pad.
- Use the A Button to determine your power. Press the button once to start the Power Bar fluctuating. Press it again at the desired power level.

You can use many types of attacks in Flip Battles:

DIRECT ATTACK

Simply flip your Metal Walker toward an enemy and hit it. If you are confident in your Metal Walker's attacking power, use this.

SUCCESSIVE ATTACK

If you flip one enemy into another enemy, both enemies take damage at once. The second enemy takes damage from the first enemy's attacking power, so think well about the order to flip. If an enemy bounces back and hits your Metal Walker, your Metal Walker takes damage. Be careful.

CAPSULE ATTACK

If your Metal Walker hits a Capsule, a special effect in the Capsule will go off. There are three types of Capsules.

LUCKY CAPSULE – Something good happens.

SKULL CAPSULE – Your Metal Walker takes damage.

? CAPSULE – A variety of things may happen.

ESCAPE

Flip your Metal Walker or the enemy to the Exit to escape from battle. Not every battlefield has an Exit, be cautious with this tactic.

CHECKING STATUS DURING BATTLE

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

USING CAPSULES

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

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

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



TIP 3: COLLECT SCAN DATA

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

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

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

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



TIP 4: MAKE A BASE CAMP

Core Hunters have left a number of abandoned Camps in Rusted Land. Stop in at any Camp to recover your Metal Walker's HP and get information.

If you find signs of a prospective camp site, you can make your own Base Camp. It is very important to create and move your Base Camp to continue your journey safely.

You can only make one Base Camp, but you can move it to another camp site. Having your Base Camp close by will make your adventure easier.



22

Use a Power Crane to return to your Base Camp immediately.



TIP 5: EXCHANGE BASE CAMPS WITH FRIENDS

With Game Boy Color's communication function, you can copy up to seven of your friends' Base Camps to your map.

Connect two Game Boy Colors, using an optional Game Link cable for Game Boy. Turn on both units.

Then, go to respective Base Camp sites and follow the prompts to start exchanging. Your friend's Base Camp will appear in your map.

- If you go to your friend's Base Camp, you can fight against your friend's Metal Walker, or encounter rare Metal Busters.
- You can change the winning/losing message in your Base Camp.
- Also, if you go to Battle Arena (in an eastern island in Rusted Land), you can fight against your friend's Metal Walker.



BATTLE ARENA

To develop an ultimate Metal Walker and become a Battle Master, you must train in Battle Arena. There you can get a password for your Metal Walker.

You can also fight against a friend's Metal Walker without a Game Link cable. Get your friend's password, choose **PASSWORD** in Battle Arena, and input the password.



MORE ABOUT METAL WALKERS

METAL WALKER TYPES

To battle effectively, you need to know which Metal Walker types are more powerful. Playing **METAL WALKER** is a lot like playing the game "Paper, Scissors, Rock." In **METAL WALKER**:

- Land Types have an advantage over Marine Types.
- Marine Types have an advantage over Sky Types.
- Sky Types have an advantage over Land Types.



CAPSULES

Capsules also have types. If you know your enemy's type, use a Metal Walker and Capsule type that have an advantage. Here are some Capsule types to get you started:

HP Capsule	This recovers your Metal Walker's HP. You can use it while moving or in battle.
Puchi Typhoon	When touched during battle, it blows a Metal Walker out of the battlefield. If you use it while moving, you can return to the place where your Metal Walker last recovered HP.
Metamor Jelly	When used in battle, this transforms your Metal Walker into an obstacle. Use it while moving to decrease the enemy encounter rate.



MEDALIA CAPSULE

Use Medalia Capsules in encounters with rare Metal Busters. A Metal Buster with the character "α" in its code number will evolve when hit with a Medalia Capsule. Let it evolve and scan its data.

METAL WALKER TRANSCEIVERS

Depending on the transceiver's color you choose for your Metal Walker at the beginning of the game, the types of Metal Busters that appear in battle may vary. This means one of your friends may have found Scan Data that you can hardly encounter in your game. Find such a friend and exchange Base Camps!



CREDITS

Manual: Hanshaw Ink & Image
Marketing: Todd Thorson, Sean Mylett, Robert Johnson
Creative Services: Jennifer Deauville, Marion Clifford
Package Design: Michi Morita, Jamie Gibson
Public Relations: Melinda Mongelluzzo, Matt Atwood, Carrie Megenity
Special Thanks to: Bill Gardner, Robert Lindsey, Customer Service

28



KER METAL WALKER METAL WALKER METAL W

90-DAY LIMITED WARRANTY

CAPCOM ENTERTAINMENT, INC. ("CAPCOM") warrants to the original consumer that this Game Pak from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will replace the Game Pak free of charge.

To receive this warranty service:

1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (408) 774-0400. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the entire Game Pak to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your Game Pak certified mail. Please include your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM

Consumer Service Department
475 Oakmead Parkway
Sunnyvale, CA 94086

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

REPAIRS AFTER EXPIRATION OF WARRANTY

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

WARRANTY LIMITATIONS

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States and Canada only. Some states and provinces do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights, which vary, from state to state or province to province.



Metal Walker



Capcom Entertainment, Inc.
475 Oakmead Parkway
Sunnyvale, CA 94086

capcom.com

PRINTED IN JAPAN