

# METAL GEAR

This game is licensed by Nintendo for play on the

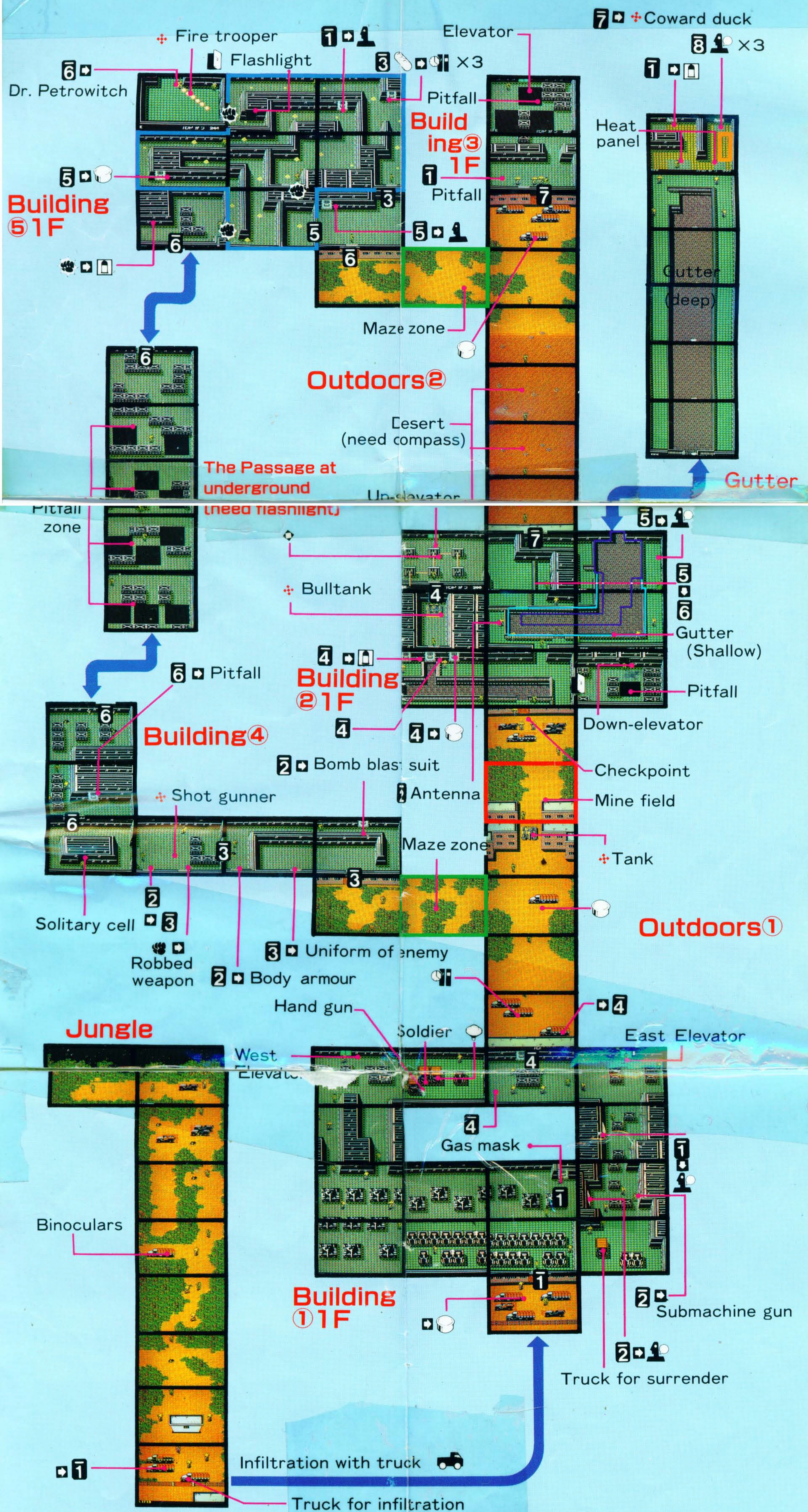


**URGENT:** Use this map to infiltrate Outer Heaven.

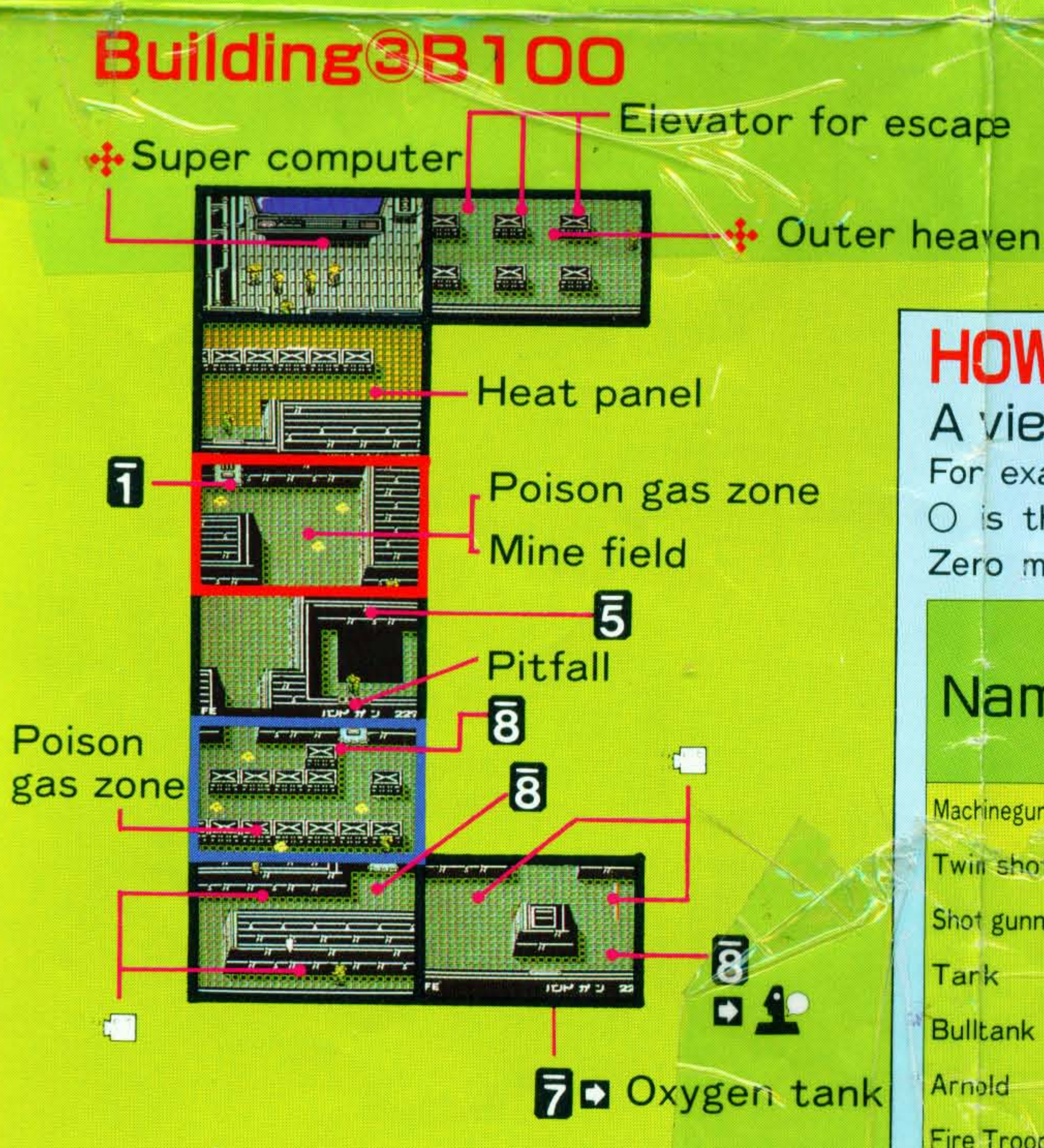
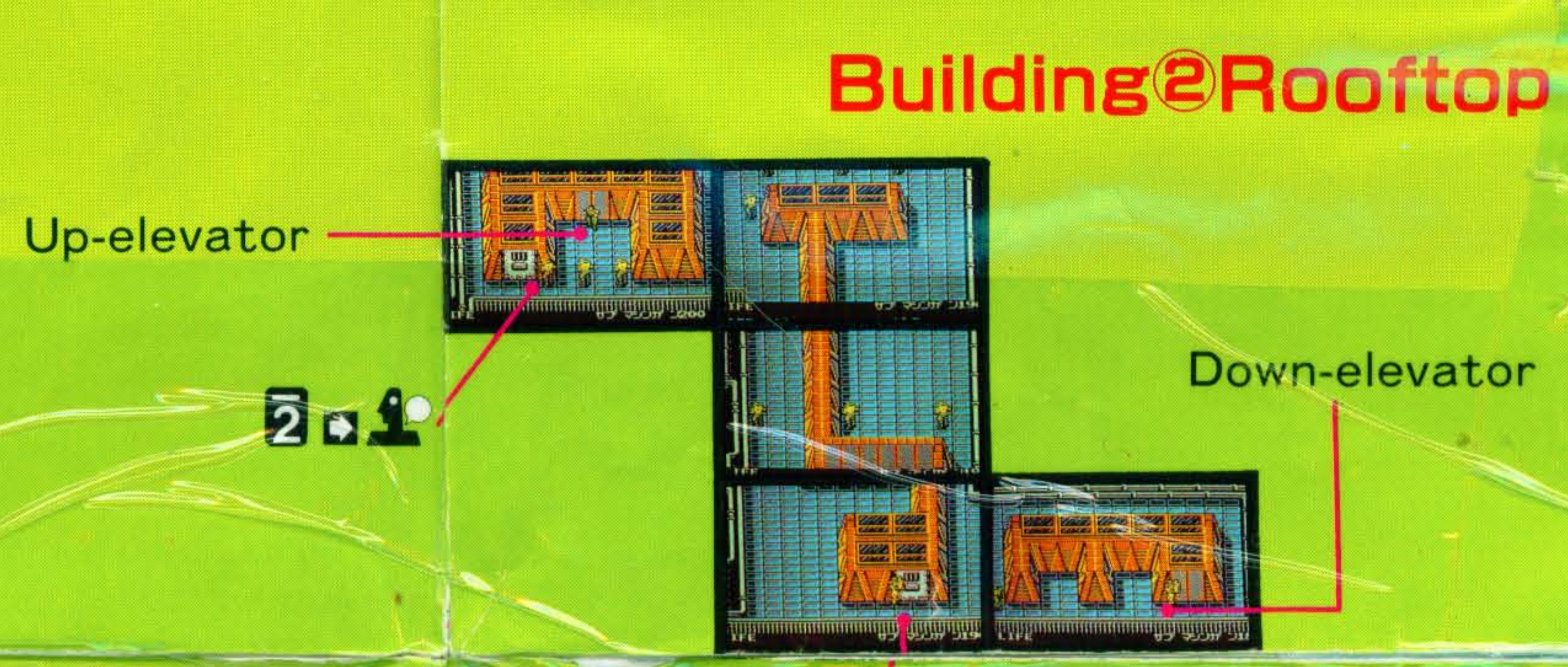
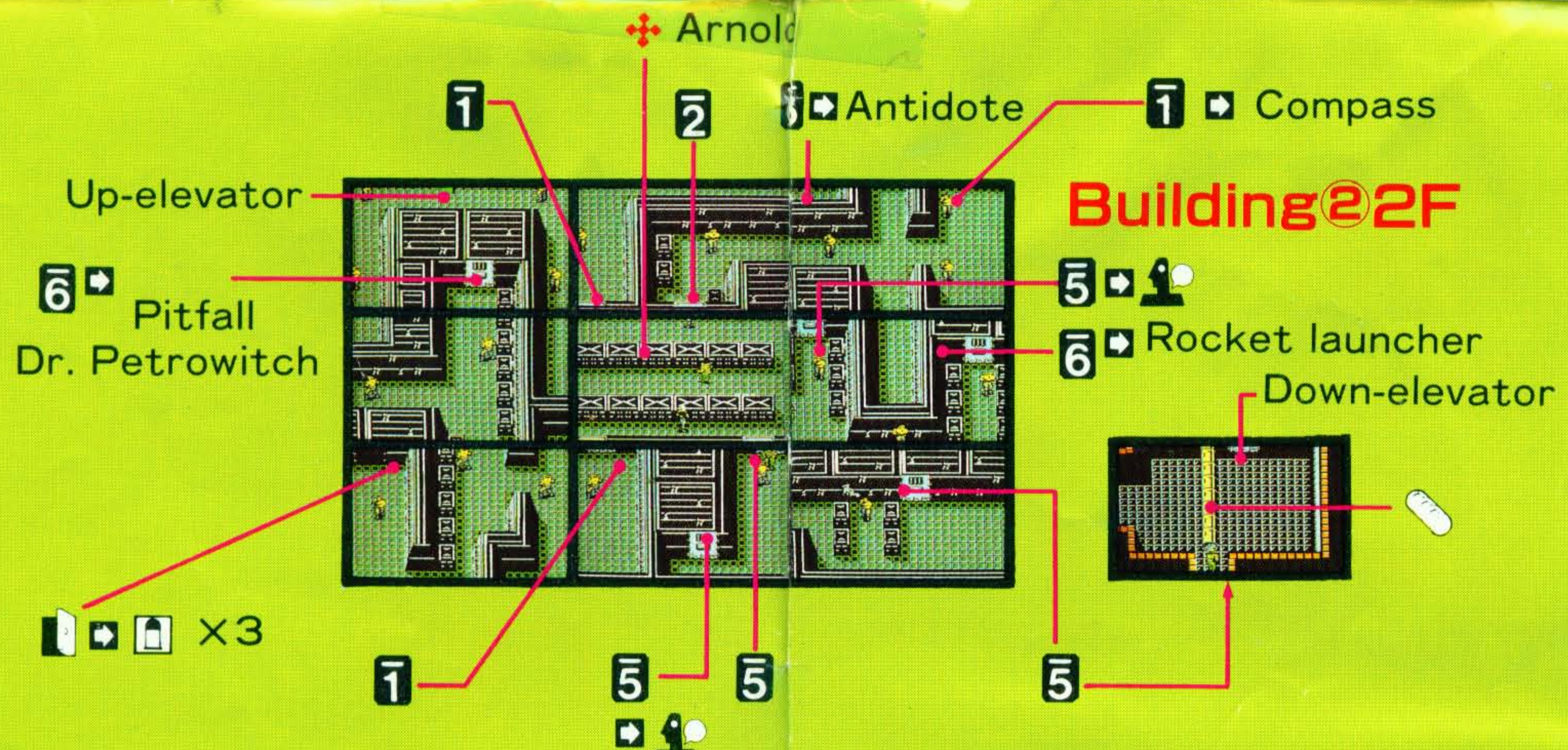
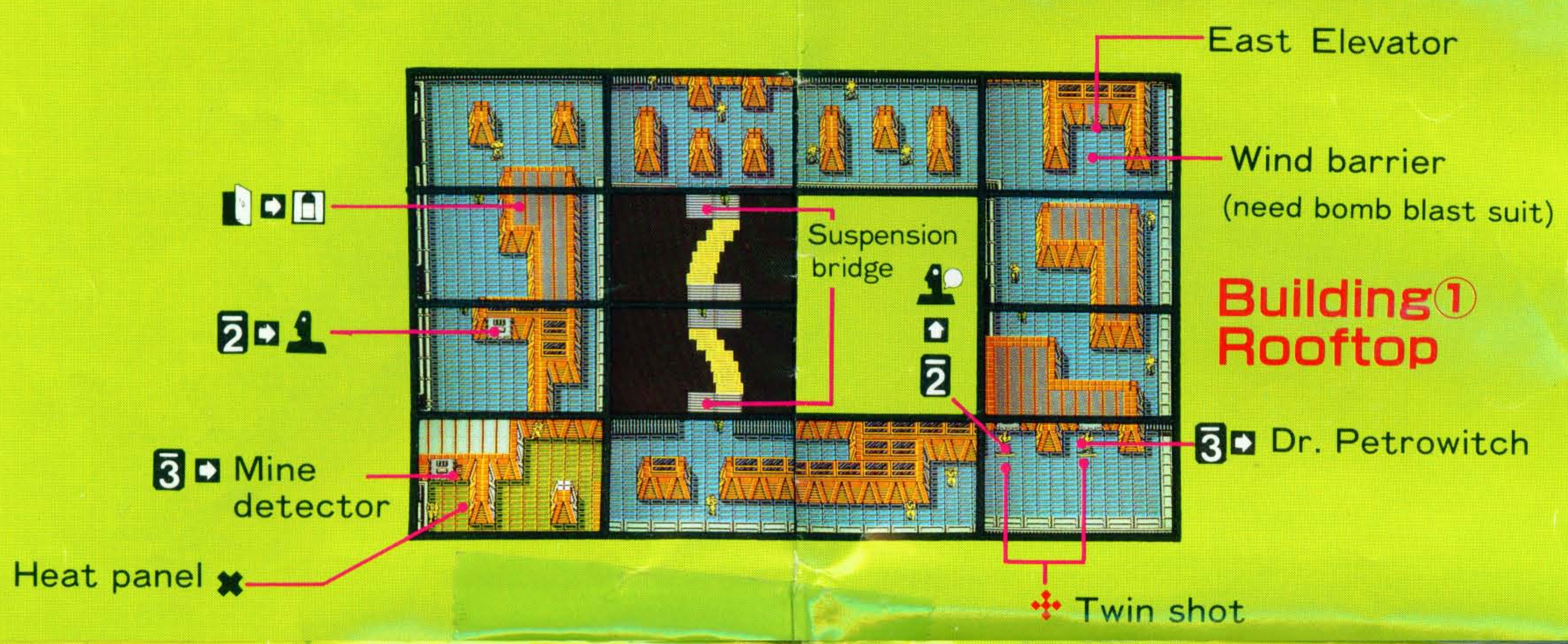
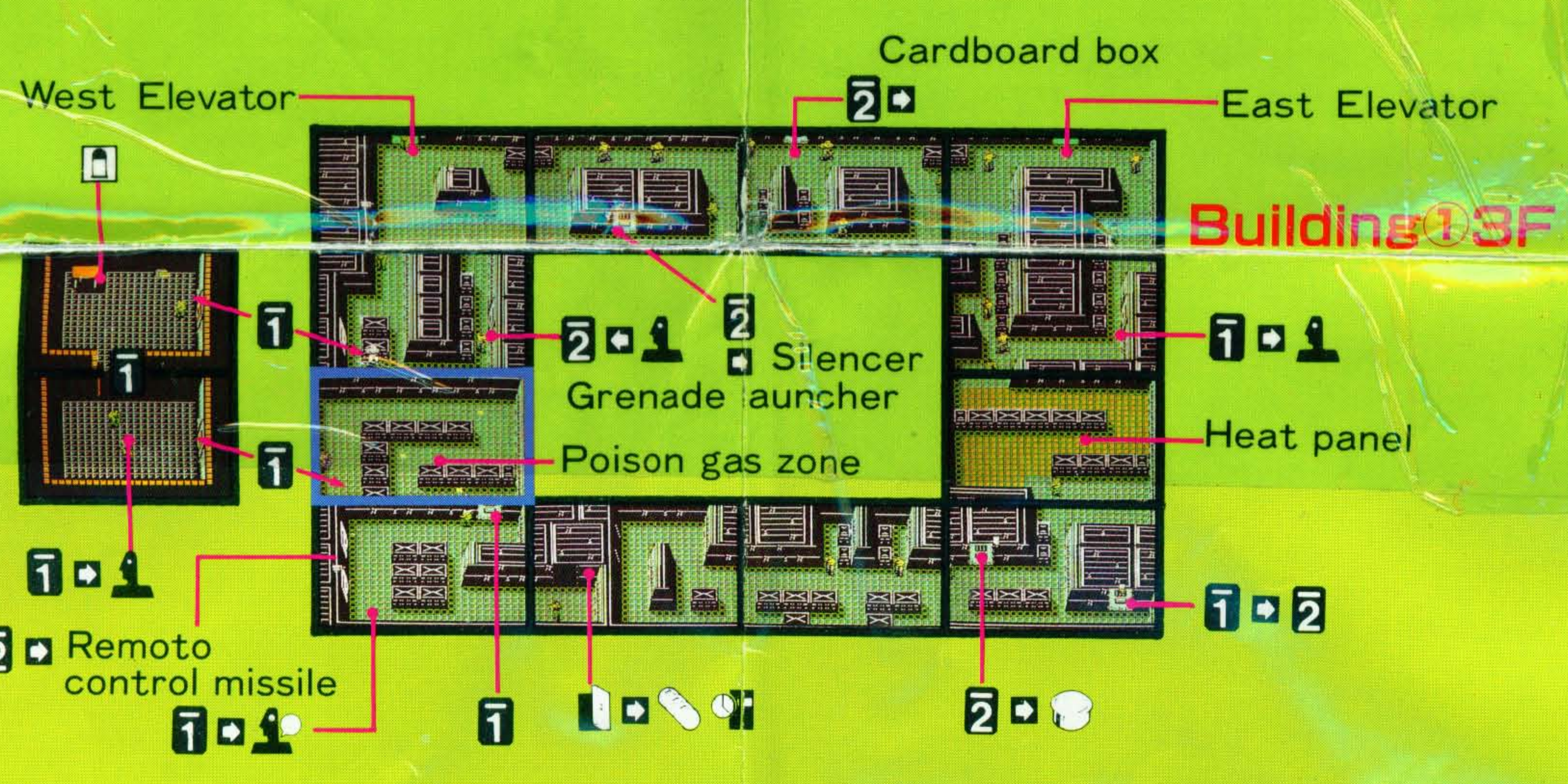
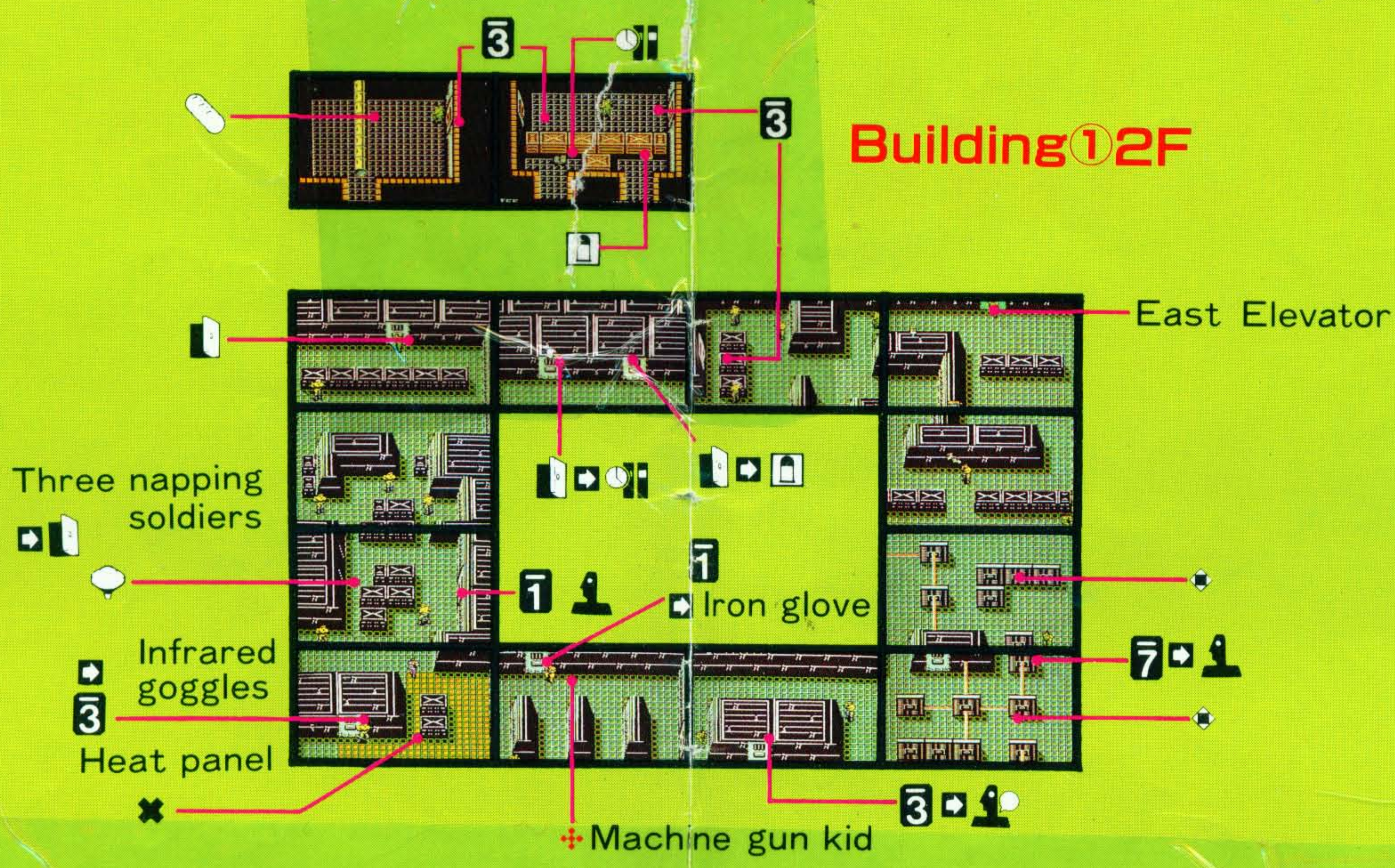
You'll need specific cards to open each of eight special doors you encounter. After you've passed through each door, accumulate the ammo, equipment and clues you find. Use each wisely, and be careful, as you'll experience many obstacles throughout your mission.

## Diagram of Symbols

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







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

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