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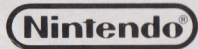




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CAREFULLY BEFORE USING YOUR
NINTENDO® HARDWARE SYSTEM OR
GAME PAK.**

Thank you for purchasing ElectroBrain
Corporation's Metal Masters Game Pak for your
portable Game Boy®. Only you, a novice Metal
Master, can defeat Harkan's robot army and find
the pieces to the Super Robot before he does.
Or can you?

AK

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I N T R O D U C T I O N

AT A TIME WHEN MACHINES ARE WORTH MORE THAN MAN

For years the gladiatorial Metal Master tournaments, consisting of men fighting in huge robotic armor, have dominated not only the entertainment, but the financial industry as well. The tyrant, Baron Harkan, has been the strongest in the battle for political power but, since the formation of other world leaders into a guild called The Leaders for Freedom, he has been unable to achieve his goal of world domination and you have felt confident that the guild would control his movements. That is, until you receive this letter:

Please help us. The evil Lord Harkan has discovered the existence of a Super Robot located in pieces scattered throughout the capital and all of our resources are

INTRODUCTION

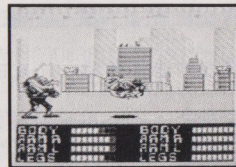
employed in combatting his other movements. If he finds this robot, the world, as we know it, is doomed. We desperately need your skills as a Metal Master to find the pieces of this Super Robot and destroy his estate. For the sake of the world, please don't fail.

The Leaders for Freedom

It is up to you warrior. Do you deserve the title of a Master of Metal? Can you find the pieces of the Super Robot before Harkan does and destroy his army or is the world doomed to tyranny and despotism?

THE AIM OF THE GAME

To win you need to collect all the pieces of the Super Robot. To obtain each piece you must win four rounds of the tournament. You then begin a search for the piece, hindered by tanks and helicopters the Baron has sent to slow you down; dodge the tank fire, shoot the helicopters and stomp the tanks as you continue your search. At the end of this phase, you find a piece of the Super Robot. But not so fast! The Baron has been there before you and has placed a robot more deadly than any you have encountered to guard the piece. If you defeat the guardian you can collect the piece of the Super Robot and continue your search for the other pieces. Each robot gets tougher and stronger, but if you are skillful in battle and wise in your choice of improvements, you have a fighting chance against the impending doom of Harkan's tyranny. Or do you?



AT THE CONTROLS

To move left or right—move the control pad left or right.

To move up or down—move the control pad up or down.

To duck — Press down twice quickly.

To stand up — Press up twice quickly.

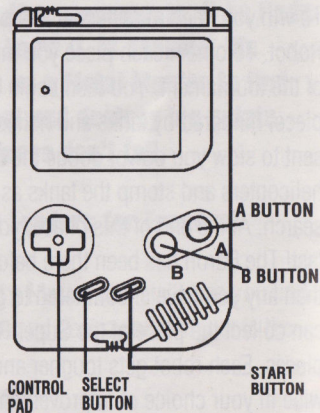
A Button — Controls left arm.

B Button — Controls right arm.

When a big distance separates you from your opponent, press A and B simultaneously to fire rockets.

When close to your opponent press A and B simultaneously to attack with both arms. This will attack his mid-section. To attack a robot's head, press up on the control pad while pressing A and B simultaneously.

Select—No function.

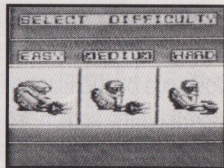


BEGINNING THE GAME

Before playing the game: Correctly insert the Metal Masters Game Pak into your GAME BOY and turn the Power switch ON. "Nintendo" will appear on the screen followed by the Electro Brain screen. Press START here. A story line will then scroll up the screen. To move onto the title screen START. You will now proceed to the Game Selection Screen.

SELECTION MODE

To select 1 or 2 players, press the control pad up or down to the desired mode and press start; this will move you into the level selection screen.

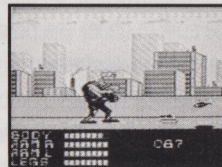
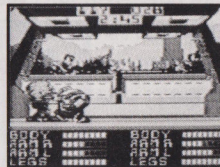


To select a level press the control pad either left or right to move the cursor to the desired level and press START. The difficulty of the level is determined by the strength of your robot's componentry (arms, armor and legs) at the beginning of the tournament, as well as the ferocity of your challengers.

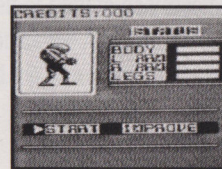
SCREENING YOUR OPTIONS

There are 2 screens in Metal Masters

- **The Gameplay Screens** — consisting of the various combat modes.



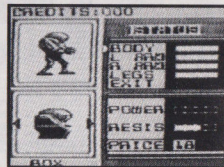
- **The Improvement Screen** — seen at the beginning of the game and between battles.



GAME MODE

After you have chosen the number of players and difficulty level, you will enter the statistics screen.

Here you will be able to check the power of your arms, legs and body and choose whether or not to improve your armor. Note: Since you have no credits at the beginning of the game, the only way you can improve a part of your robot is to decrease the power of another part.

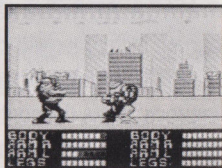


IMPROVEMENT MODE

At the beginning of the game and between rounds, you will be shown the statistics screen and be given the option to improve your robot. If you select IMPROVE, you will move into the improvement screen. Notice the arrow flashing next to the category BODY. By pressing the control pad either up or down you may move the cursor to LEFT ARM, RIGHT ARM or LEGS. As you do so, the box in the bottom left corner will change to show what componentry you currently possess. When the cursor is on the component you wish to improve, press the control pad either left or right to decrease or increase that component's power and press the A button. Note the box that shows you the component and the status box that lists the

IMPROVEMENT MODE

power and resistance of the component. Once you have bought an improvement, the box showing you the complete robot will flash in the area you have changed and you will see your new robot. After you exit the improvement mode you will enter the combat arena and begin a battle to the death against a fierce robot gladiator.



GIVE A ROBOT SOME CREDIT

Credits play a crucial role in your battle against the Baron because they allow you to buy better weapons and armor, increasing your chance of success in the next combat. Credits are awarded based on how well your robot did in battle (how much damage he did to the enemy's arms, legs and body) and the guild gives you 5 credits for every piece of the super robot you obtain. You may also borrow credits by transferring power from one area of your robot to another; example: you could reduce your claw arm to a punch arm, giving you enough credits to improve your legs.

THE ARSENAL

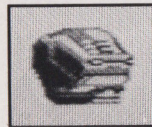


BODY

CAN — This is the standard iron robot body, provides minimal defense.

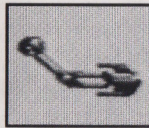


BOX — A step up from the can. Solid steel provides protection from all types of attacks.



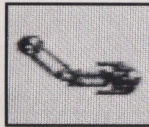
M-SAFE — A titanium steel alloy that can really take the punishment!

THE ARSENAL



ARMS

FIST — A weak, but traditional form of attack.

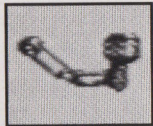


PUNCH — Packs a bit more power than the fist.

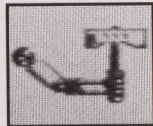


CLAWS — Can crush as well as hit.

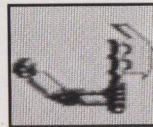
THE ARSENAL



SMASHER — Has a metal-crunching wallop.



HAMMER — Dents steel as well as skulls.



HACKER — Breaks into more than just computer systems.

THE ARSENAL



CLEAVER — Slices, dices and readies your opponent for the scrap heap.



POWERSAW — Lets you carve more than just your initials into an enemy's armor.

THE ARSENAL



LEGS

LEGS — Lets you walk to and run from your opponent.



PADDED LEGS — Keeps those shins from bruising.



PLATE LEGS — The ultimate in lower body armor!

THE ARSENAL

THE SUPER ROBOT

Super Armor — Made of pure titanium, this puppy can withstand a nuclear blast!

Super Arms — Delivers a punch of pure power! A metal has never been produced that can stand up to such an earth-shattering assault.

Super Legs — Gives you the ultimate advantage of speed in battle. Pity your dizzy opponent as you run circles around him.

THE TWO PLAYER GAME

In the two player mode you and a friend can go one-on-one in the tournament arena. To play the two player game, you will need the following:

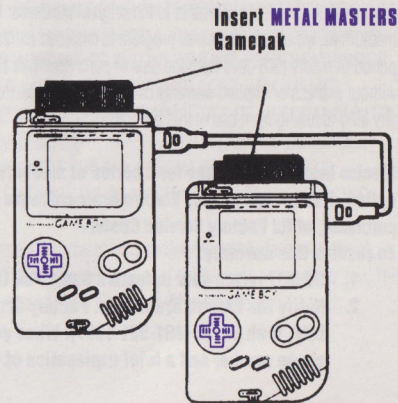
- 2 Game Boy Systems
- 2 Metal Masters Game Paks
- 1 Game Link Cable

To Play:

1. Connect the Game Link cable as shown on the diagram. Insert the Metal Masters Game Paks and turn both Game Boy systems ON at the same time.
2. When the title screen appears on the two Game Boy units, press the START button. When the screen for player selection appears, both players should select 2 players.

THE TWO PLAYER GAME

Note: If the Game Link cable is not securely connected or is pulled out and reconnected during play, the game will not function correctly. If this happens turn both units OFF and begin again.



LIMITED WARRANTY

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Electro Brain Corp. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Electro Brain software product, postage paid, with proof of date of purchase, at its Factory Service Center.

To receive this warranty:

- 1. DO NOT return your defective Game Pak to the retailer.**
- 2. Notify the Electro Brain Corp. Factory Service Center at 573 East 300 South, Salt Lake City, Utah 84102 (801-531-1867). When you write to us, please provide us with your phone number and a brief explanation of what appears to be wrong.**

LIMITED WARRANTY

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