



METAL SAVIOR BLACK

Instruction Manual

STORY:

Welcome security drone XAC-987. The weapons base hidden deep below planet Arcronium's surface has been overrun by Nanotech Machines.

They have been programmed to destroy everything in their path.

You have been activated to eliminate all Nanotech Machines within the entire facility. Success will result in a permanent activation.

Failure is NULL!

Good luck XAC-987.

The goal of the game is to wipe out all of the Nanotech Machines that have invaded the weapons base facility on planet Arcronium. You have a unique arsenal to dispose of the Nanotech Machines. You will interact with buttons, valves etc. to progress through the levels. There are puzzles to solve and hidden items to find and unlock.

HOW TO PLAY:

When first starting the game, you will be taken to the Main Menu. On this Main Menu, you will have the choice to start a New Game, to Continue a save game, to see the Controls and open the Vault.



GAME SAVING:

This game saves automatically after completing a level and entering a new one. Stats that get written to the save file include Health, Ammo, Armor, Bombs, Level Progress and Vault Card unlocks.

When the game is saving, an icon will be displayed in the lower left corner of the screen.
(Note: Never quit or shut off the PlayStation 5 console while the game is saving to prevent possible save file corruption).



NEW GAME: When starting a New Game for the first time, this will load the intro cinematic. If choosing New Game after save data progress exists, you will be prompted if you want to overwrite the Save Data. Doing so will only reset stats for any saved Health, Ammo, Armor, Bombs and Level Progress. Any Vault Card unlocks will remain unlocked.

CONTINUE: Choosing Continue will continue off on the last level the player quit on. The Activity Card also acts as the Continue button.

CONTROLS: The Controls screen will show which buttons do what and also allows the player to adjust the volume for the Music and Sound Effects. You can also change the weapon crosshair but only in game.



VAULT: The Vault is where you can view all of the unlocks from the secret Vault Cards you find throughout the game. There are 20 in total. The game must be completed two times in order to obtain all 20 Vault Cards.



HUD:

HEALTH: The player starts off with 1000 Health. The only way to restore health is by using the Restore Chambers or by performing a Smash Attack on certain enemies when they are staggered.

AMMO: The player starts off 750 rounds of ammunition. This ammo is shared between all weapons. The only way to restore ammo is by using the Restore Chambers or by picking up ammo loot from destroying certain crates, enemies or performing a Smash Attack on certain enemies when they are staggered.

ARMOR: The player starts off with 250 points of armor. Having armor will cut any damage done to the XAC-987 unit in half. The only way to restore Armor is by using the Restore Chambers.

BOMBS: The player starts off with 4 bombs. The only way to restore bombs is by picking up bomb packs throughout the levels. There is only 1 bomb pickup per level. If you run out, you will hear a specific sound.

RADAR: The player has a radar at the center / bottom of the HUD. This displays the XAC-987 unit in the center as a green dot. Any enemies that get close will show up as red dots.

SCANNER: The player has a scanner they can use which will detect structural and enemy weaknesses. When using the scanner, if a wall, floor or ceiling can be destroyed an icon will display showing the spot to shoot. Some enemies and other objects will also display an icon over them which indicates they can only be damaged by certain weapons.

AGS: The XAC-987 unit is hooked up through the Artificial Guidance System or AGS for short. This AI will communicate with your unit from time to time to give clues about the surroundings and story.

INTERACT / ITEMS: The center / top of the HUD will display an Interact Icon when you can interact with things in the levels. This will also show any specific objects you pickup and carry for specific level use.



WEAPONS: The weapons are listed in order as selected in game when cycling up or down.

PIERCER: The Piercer is the players melee weapon. It will continuously spine a blade that grinds enemies. It does 15 points of damage.

GUNNER: The Gunner is the default weapon that is equipped when starting the game. It fires energy balls rapidly but does the least damage. It does 10 points of damage.

XION CANNON: The Xion Cannon also fires slightly larger energy balls. They do twice as much damage as the Gunner weapon but fires a bit slower as well. It does 20 points of damage.

ROCKET LAUNCHER: The Rocket Launcher fires single shot rockets at a slow pace. This weapon can be used to destroy walls, floors and ceilings with structural damage that you can see when using the Scanner. It is also the only weapon that can destroy ceiling Turrets. (Note: The weapon color matches the Turret color). It does 80 + 60 points of damage.

ELECTRO PHASER: The Electro Phaser fires electric blasts very rapidly. This also eats up ammo very quickly. This weapon is also used to destroy certain enemies that are indicated when using the Scanner. It is also used as a charging weapon when a power conduit has no power. It does 20 points of damage.

TRIBLASER: The Triblaster fires 3 energy blasts at once covering a wider area. It does a good number of. It does 40 points of damage.

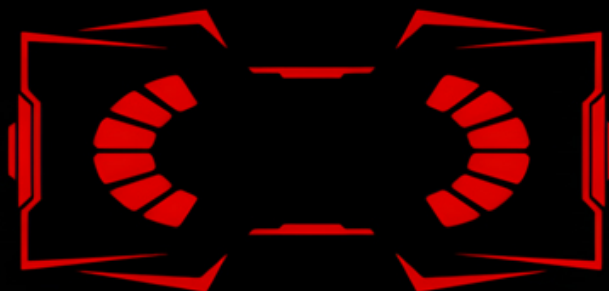
RADACORE: The Radacore weapon fires a powerful single shot at a slow rate that is similar to a rail gun. This weapon is also used to damage objects with structural weakness that you can see when using the Scanner. It does 100 points of damage.

MEGATON: The Megaton weapon is the strongest weapon combing the projectile impact with the blast radius. It has a slow recharge before being able to fire again. This weapon is also used to destroy certain enemies that are indicated when using the Scanner. It does 100 + 1000 points of damage.

BOMBS: The Bombs are an emergency weapon that can be used to clear out large mobs when you are surrounded. The player can carry only 4 at a time and can be replenished by picking up Bomb Pickups which will refill all 4. It does 3000 points of damage and will linger for a short duration catching any enemy that wanders into that spot. Some enemies cannot be damaged by Bombs.

ZOOM ICON:

Every weapon has the ability to zoom in for a closer look. The weapon crosshair will be disabled temporarily to display this zoom icon when the weapon is zoomed in. It will disable and return to the regular crosshair when done zooming.



SCANNER ICONS:

These are the icons that will only appear when using the Scanner. This shows the structural weakness in walls, floors and ceilings as well as what weapon can only damage that specific enemy.



Rocket Launcher



Electro Phaser



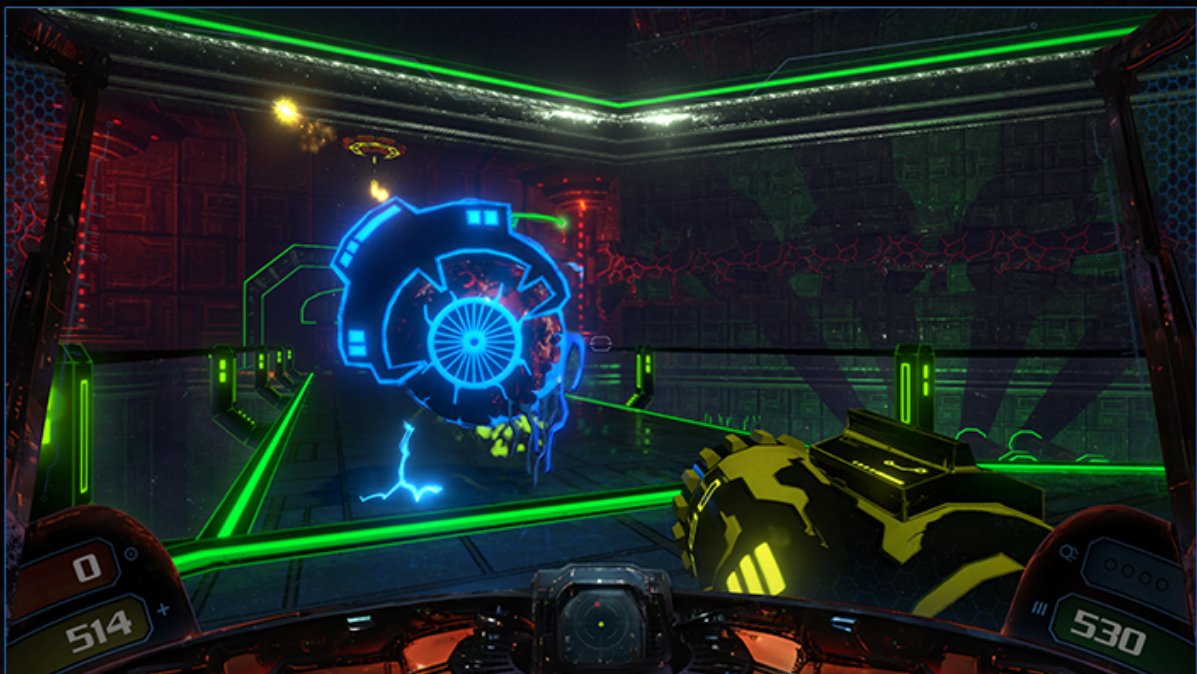
Radacore



Megaton

ENEMY STAGGER:

Some enemies don't die when depleting their health and will go into a staggered mode where they flash blue. The player can go up close and now perform a Smash Attack to destroy them. Doing this will reward the player with 100 health and 50 ammo. If any enemy is staggered and left alone, they will die automatically. Also note that if you perform a Smash Attack on an enemy while other projectile shooting enemies are nearby, they will become more hostile and more aggressive with their attacks.



PICKUPS:

VAULT CARDS: Vault Cards are hidden throughout the game. Picking these up will unlock an object in the Vault on the Main Menu. There are 20 Vault Cards in total. Only 17 Vault Cards can be obtained on the first playthrough. The other 3 can only be obtained on the second playthrough. (Note: A hint to where the other 3 are located can be seen by a specific piece of artwork on a wall nearby).

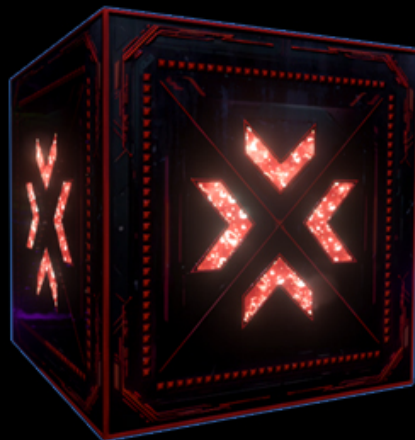
BOMBS: The player starts off with 250 points of armor. Having armor will cut any damage done to the XAC-987 unit in half. The only way to restore Armor is by using the Restore Chambers.

AMMO: The player starts off with 250 points of armor. Having armor will cut any damage done to the XAC-987 unit in half. The only way to restore Armor is by using the Restore Chambers.



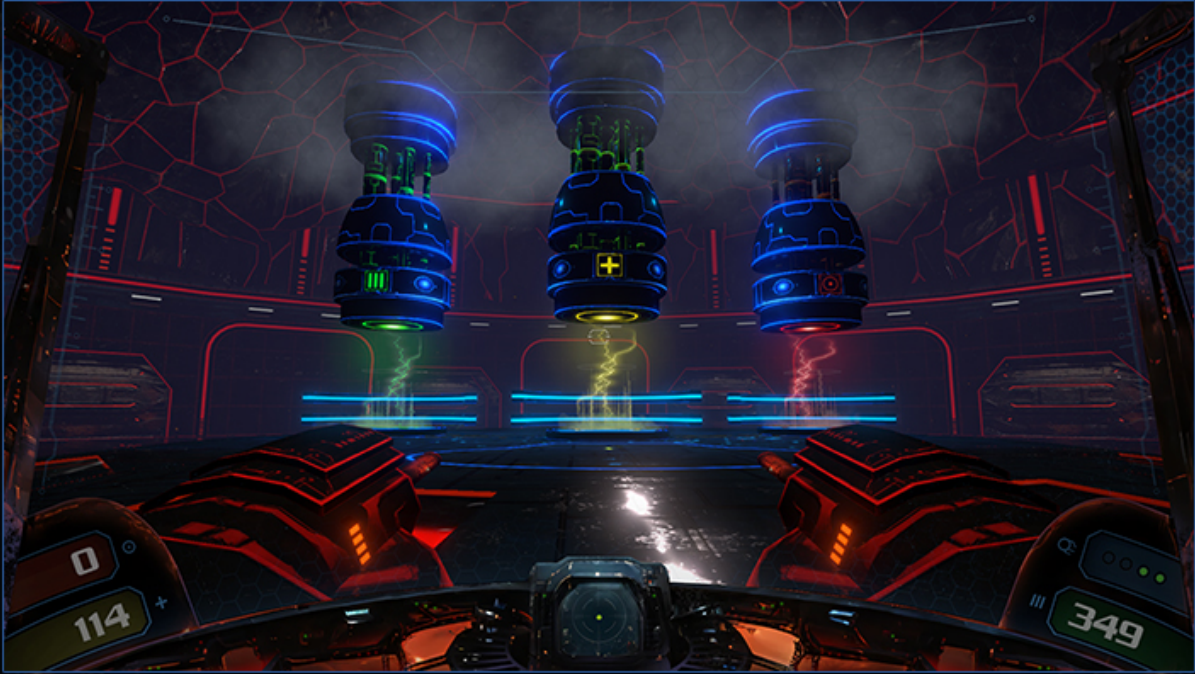
CRATES:

Some pickups can be hidden inside specific crates and will be able to be picked up once you destroy the crate. Only the crates with the Red lights can be destroyed.



RESTORE CHAMBERS:

The Restore Chambers can be found on every level. There is only one Restore Chamber per level. There are 3 chambers. Standing in the middle of each will restore the players Health, Ammo and Armor to max level. They have unlimited use.



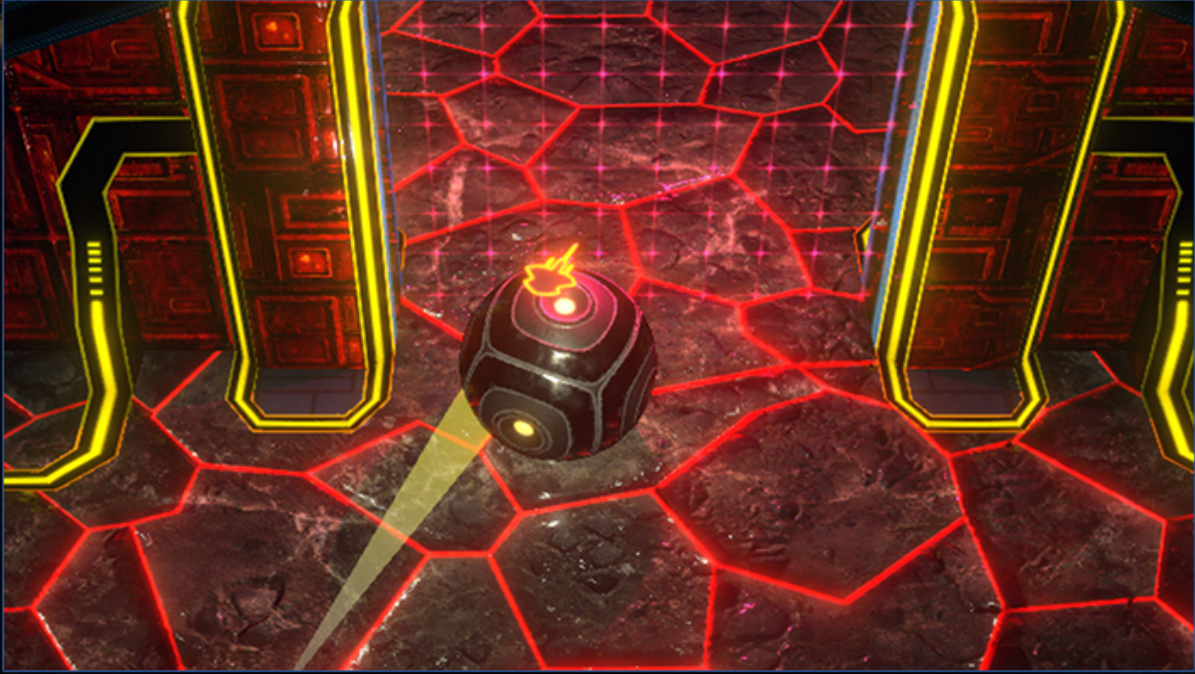
INTERACT ICON:

There are various things to interact with throughout the levels such as buttons, valves etc. When you're able to do so, an icon will be displayed on the HUD at the center / top.



DESTRUCTOR SPHERE:

Some areas require the XAC-987 unit to take control of Destructor Spheres. This is another style of gameplay where the goal at this point is to control / roll the Destructor Sphere navigating the areas. There is a small energy gun that hovers over the sphere in which the player can rotate it around to shoot any enemies that rush the Destructor Sphere. If the player is hit by an enemy, then the sphere will respawn back at the starting point.



ACTIVITY CARD:

There is a single Activity Card for this game. That activity is Complete Game. This will appear on the consoles UI once the player begins Level 1.

The Complete Game activity contains 10 subtasks. One for completing each level. Completing each level will add to the percentage complete of the Complete Game activity. Once the game is complete, the Complete Activity will be shown as 100% completed. This will reset back to 0% if the player starts a New Game.

If the player exits the game and chooses to continue playing at a later date, they can instantly jump back into the game where they left off by choosing Resume Activity on the Activity Card.

If the player launches the game through the Activity Card without having played the game and created save data, the game will launch normally as if starting it for the first time.

