

MGS3 Story: The Virtuous Mission

Note: The following six pages describe MGS3's story. Due to its spoiler-heavy nature, any first-time players are advised to avoid this section until completing the game.

The inaugural mission of the CIA's special forces unit FOX, the Virtuous Mission

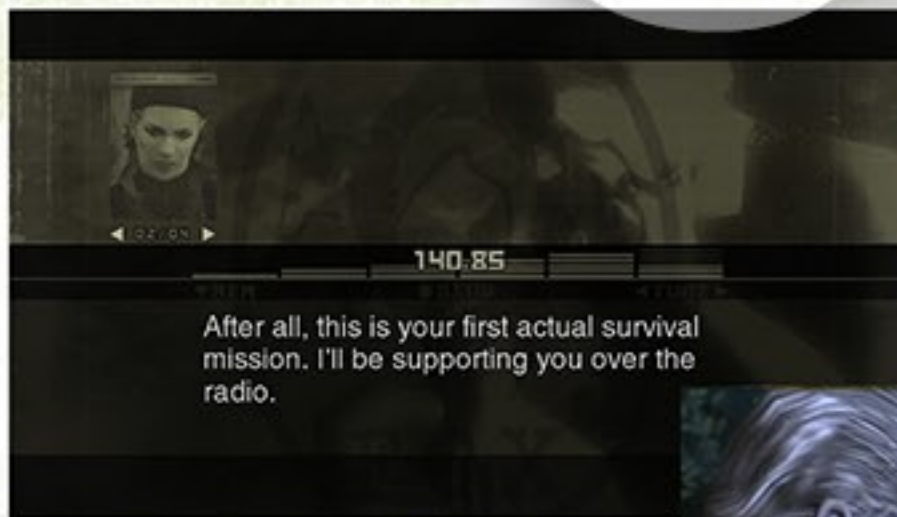
MGS3's story is divided into two parts, the first being the Virtuous Mission, a CIA operation to extract a scientist called Sokolov. Snake, the mission's operative, infiltrates Soviet territory alone.



The world's first HALO jump



▲ Snake performs a HALO jump, dropping from high altitude to help avoid enemy radar, landing in the Soviet Union.



Close Quarters Combat (CQC), developed by The Boss and Snake

► This master/disciple duo worked together to create CQC. It allows one to neutralize an enemy through various means, making it extremely useful for battles in the jungle, where coming upon weapons and ammo can prove difficult.



Another link with real history

Sokolov, a scientist who defected to the West, was returned to the Soviet Union as the condition for the withdrawal of missiles from Cuba.



The Boss, Snake's mentor and a legendary soldier, provides mission support

◀ During the Virtuous Mission, The Boss offers combat advice via radio.

Making contact with Sokolov

Snake slips through the Soviet soldiers' tight security net, eventually making it to the room where Sokolov is being held. As soon as he learns Snake is working for Major Zero, Sokolov is relieved, and begins talking about Colonel Volgin, the man who is after him.



Ocelot and his Ocelot Unit surprise Snake

◀ As Snake and Sokolov make their way out of the abandoned factory, the GRU's elite Ocelot Unit ambushes them. But Snake neutralizes both the unit and its commander, Ocelot, and escapes the factory.

The Shagohod, the weapon from hell Sokolov developed

► Having fought off the Ocelot Unit, Snake and Sokolov witness the transport of the Shagohod, a nuclear-capable tank that can launch intermediate-range ballistic missiles (IRBMs). Sokolov says that if it is completed, the age of fear will truly begin.

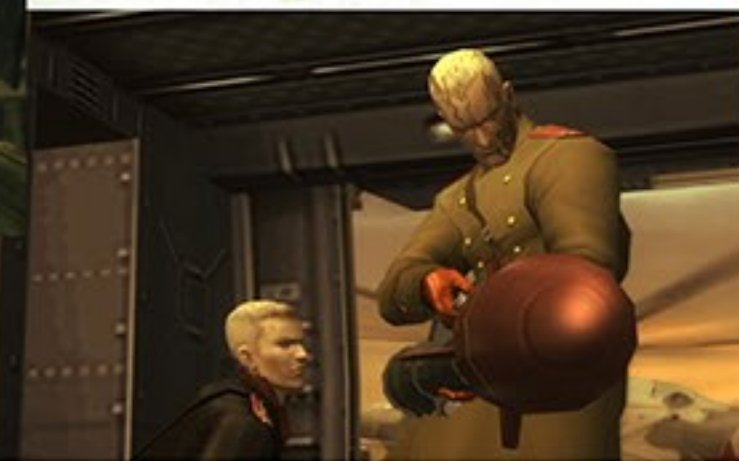


▲ The Boss announces she is defecting to the Soviet Union, adding that Sokolov is a gift for her new hosts. She then uses CQC to throw Snake from the rope bridge.

► Volgin fires a recoilless nuclear warhead at the Sokolov Design Bureau, enveloping the area in the blinding light of a nuclear explosion.

The Boss's betrayal

Out of nowhere, The Boss confronts Snake, and she and her Cobra Unit take Sokolov away.



MGS3's Defining Characteristics

A story that links real-world history with in-game history

MGS3's world and story are based on real history, full of elements such as the deepening of the Cold War and the nuclear arms race that came with it, as well as other hallmarks of 1960s global affairs, including an increase in espionage activities. Two events in particular had a sizable impact on the game's story: the Soviet Union's launch of Sputnik 1, the world's first artificial satellite, in 1957, and the Cuban Missile Crisis of 1962. Indeed, the fate of rocket scientist Sokolov ties these events together.



the Soviet Union had succeeded in launching Sputnik.



The Cuban Missile Crisis

◀ This incident involved the Soviet Union's deployment of nuclear missiles to Cuba. In the game, the Soviet Union demands the United States return Sokolov to them in exchange for their withdrawal.



the Soviet Union agreed to remove its missiles from Cuba.

The Cold War

▶ A conflict between the world's two superpowers beginning shortly after the end of World War II. This led to proxy wars across the globe, as well as widespread espionage.



a certain Soviet scientist requested asylum in the West

The evolution of the Cold War and nuclear weapons

◀ The destructive power of nuclear weapons dwarfs that of conventional ones. During the Cold War, the nuclear arms race intensified, with devices becoming smaller or more powerful, their capabilities continuing to advance. MGS3 features a new kind of weapon known as the Shagohod, one with the terrifying ability to launch a nuclear missile from any terrain.

Adding the concept of camouflage to stealth gameplay

MGS3 features a lot of natural environments and locations with no man-made cover. Enter the camouflage system, which enables Snake to disappear into his surroundings and better hide from the enemy. His Camo Index, or the degree to which he is hidden, can be increased by changing his uniform or face paint, or by lowering his stance to a crouched or prone position.



Using camo to blend into environments

◀ The closer Snake's uniform and face paint are in appearance to the environment, the higher his Camo Index will be, making it harder for the enemy to spot him. Uniforms and face paints are two types of items that can be acquired in the game.

Support items that fit the times

The Soliton Radar was developed in the 2000s, so naturally it doesn't appear in MGS3. In its place are sensors that fit with the 1960s, such as a motion detector and active sonar. Also, the enemy radios in the game, despite being state of the art for the time, are large devices, making it easier to neutralize them. In addition, not every soldier carries one.



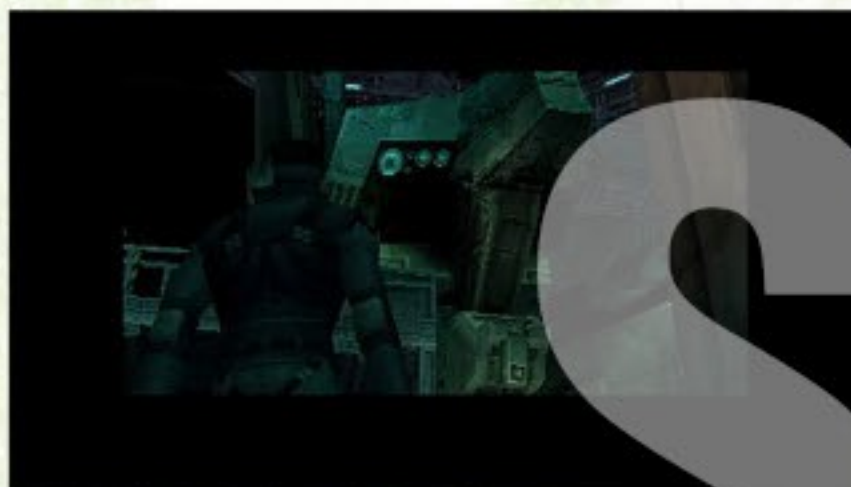
◀ A HALO (High Altitude Low Opening) jump, which involves dropping from a high altitude and opening one's parachute at a low altitude, is said to have been first performed in the late 60s, but the one in MGS3 takes place before that.

MGS3's Events and Their Connection to the Future

A bipedal tank



Granin had been developing a bipedal tank that was a forerunner to Metal Gear, but the military brass preferred Sokolov's Shagohod, and Granin's project was shelved. However, Ocelot got hold of Granin's plans and brought them back to the United States, resulting in the birth of the Metal Gear units that would go on to terrorize the world.



The Boss's bandana



Snake's trademark bandana actually has its roots with The Boss. During the Virtuous Mission, Naked Snake grabs The Boss's bandana from her head as she throws him from the bridge. He continues to wear it until *MGS:PW*, when he finally decides to put The Boss behind him and throws it into a lake.



Using a handshake refusal as ID

At the ceremony where Snake is awarded the title of "Big Boss," Snake ignores the CIA director when he tries to shake his hand. In *MGS:PW*, Snake recounts this incident to prove his identity. In that game, Snake, identifying himself as Big Boss, contacts the Pentagon to try to prevent nuclear war. He tells them about his refusal to shake the director's hand, something only those at the ceremony would know. Luckily, the Chairman of the Joint Chiefs is on the call and witnessed the incident, enabling Big Boss's attempt at negotiations to move a step forward.



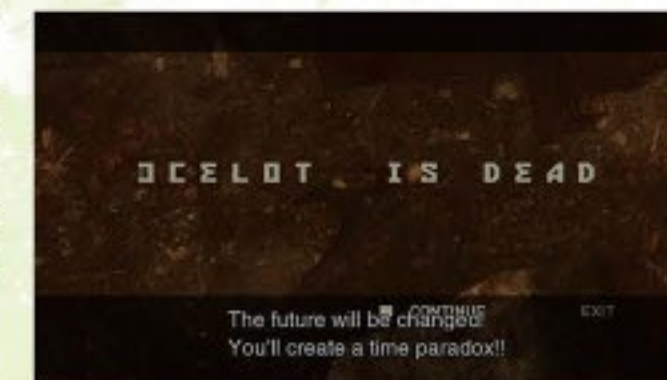
It began with The End's photosynthetic ability

The End's photosynthetic ability came from a type of parasite that had entered his body. This parasite would later be collected from his remains and studied, revealing that it allows its host to survive solely from sunlight and water. The driving force behind this research was *MGSV:TPP*'s Code Talker, who took this organism and turned it into the parasite known as "the one that covers."



"You can't go changing the future like that!"

If the player doesn't continue after failing the mission, or if they kill someone like Ocelot who appears in the future, a "Time Paradox" occurs, resulting in a game over.



The Virtuous Mission

Dremuchij South - Swampland

Topographical Information



Swamp:

Kerotan

01

After collecting the backpack, climb back up the tree, then look southeast. It's sitting on top of a rock.

02

Past the swamp, stick to the east side of the path, then look down.

[South]



Dremuchij North



[Swampland]

Dremuchij North

Topographical Information



Dolinovodno



Kerotan

03

It's on the other side of a hollowed-out tree. Look around in First Person View (FPV), putting the nearby enemy to sleep with the Mk22 to be on the safe side.

Dremuchij Swampland