

## Get briefed on *Metal Gear*, a series with a history spanning over 35 years

Since 1987's *Metal Gear*, close to 30 games have been released in the series, from numbered entries to spin-offs and ports. Let's take a look back at what defines the main titles.



### Pillar No. 1 | Game systems that revolve around stealth

In the late 1980s, action games were designed around taking out enemies. *Metal Gear* turned this concept on its head, presenting a game where you had to hide from the enemy. It featured an everyman protagonist, limited gear, enemies who would call for backup... Though the series's style has evolved as hardware has advanced, one thing that's never changed is the thrill of infiltration.



◀ *Metal Gear* laid the foundation for stealth games.

Complete your missions with a wide range of weapons and items at your disposal!

Tranquilizer guns, cardboard boxes, remote-controlled missiles, the Infinity Bandana, stealth camo... Players have always had a big arsenal of gear to play with, offering all sorts of tactical options.



▲ The iconic cardboard box has been a series staple from the start.



◀ Indispensable to staying out of sight, the radar has taken on a variety of forms according to the in-game time period.

### Pillar No. 2 | Storylines with themes that shine a light on real issues

Be it nuclear proliferation and the blind spots of deterrence, the dangers of genetic engineering, energy crises... The *Metal Gear* series has incorporated into its themes various challenges faced by the real world today and at previous times in history. These topics are fleshed out by the cast of characters' clashing convictions.



◀ The stories tie in with real events.

### Pillar No. 3 | Cinematic sequences and camerawork

*Metal Gear Solid* took the presentation of the original two titles to the next level, incorporating staging and camerawork previously only seen in film and television. With each subsequent entry, the development process shifted to one ever more cinematic.



▲ MGSV's cutscenes were created much like a real film.

### Pillar No. 4 | A saga that tells a tale of two snakes

Naked Snake (Big Boss) and Solid Snake. These two snakes with differing ideologies fight for their beliefs in a saga spanning past, present, and future.



▲ The stories are enriched by all the characters the snakes encounter.

### Pillar No. 5 | Metal Gears and the threat of nuclear weapons

The titular Metal Gear is the name for a nuclear-equipped walking battle tank. A symbol of the terrible power nuclear weapons possess, the snakes go up against these machines throughout the series.



▲ Confronting the threat posed by nuclear weapons.

### Pillar No. 6 | Detailed mechanics and tons of Easter eggs

From ghosts appearing in photos the player can take, to distracting guards with naughty magazines, the games are packed with fun gameplay mechanics and Easter eggs. Some titles even had elements that utilized their packaging.



▲ Many of the mechanics can be difficult to discover on a normal playthrough.



CHARACTER FILE  
**11**



# VULCAN RAVEN

Giant and shaman with supernatural abilities

Member of FOXHOUND with a tattoo of a raven on his forehead, he refers to these creatures long seen as an omen of death as "friends." Standing over two meters tall, and possessing incredible physical and mental strength, he wields a 20mm cannon normally loaded onto fighter jets. Raven met Ocelot on one of his trips across the frozen waters of the Bering Sea into Russia, later working for the mercenary company Outer Heaven. It was a personal invitation from Ocelot that led to him subsequently joining FOXHOUND as well.

"You jest, but indeed ravens and snakes are not the best of friends."

▶ Defeated in battle, Raven lets Corvus consume his flesh, returning him to the natural world.



// RAVEN ANALYSIS //

- ▶ A body tough enough to withstand an M1 tank exploding
- ▶ Sees into Snake's ancestry



▲ After Snake sets foot in the canyon, Raven attacks him with an M1 tank. Snake destroys the tank, yet somehow Raven sustains no injuries.



Blood from the East flows within your veins.

▲ The second time Raven faces Snake, he tells him "Blood from the East flows within your veins." It is later revealed that the egg of a Japanese woman was used when Snake was cloned, meaning Raven's judgment was correct.

CHARACTER FILE  
**12**



# SNIPER WOLF

Deadly sharpshooter with exceptional patience

Brilliant Kurdish sniper with Northern Aryan blood. Big Boss saved her from the harsh environment she was living in when she was young, and she learned sniping from the Gurkhas, said to be the greatest sharpshooters in the world. Taking full advantage of the natural patience the fairer sex is blessed with, she can remain in position for a week without moving. She takes part in Liquid's revolt to have her revenge on the world, but ends up falling to Snake in their battle in the snowfield.

"Didn't you know that two thirds of the world's greatest assassins... are women?"



◀ Uses special mercury-tipped rounds.

▶ Wolf challenges Snake on more than one occasion, believing in her ability to always kill what she aims at.



I've left my mark on you.

// WOLF ANALYSIS //

- ▶ Her pride as a "wolf"
- ▶ FOXHOUND's best shooter



She was never my real target... I don't kill for sport.

▲ Wolf spares Meryl's life, telling Snake she doesn't like to see women or children get hurt. Though driven by revenge, in the end she sticks to her beliefs.



but Sniper Wolf can go for a whole week with no sleep, no food...her sights never straying from her target.

▲ Naomi tells Snake that Sniper Wolf is FOXHOUND's best shooter. She can wait for a week, not eating or drinking, not moving a muscle as she remains in her perch. On top of this, she takes tranquilizers to prevent her hands from shaking.



## Solid's Archnemesis, Liquid Snake



**LIQUID SNAKE**

Liquid Snake entered FOXHOUND after the Zanzibar Land Disturbance in 1999 and after Solid Snake left, becoming leader due to his exceptional abilities.

### A Snake who arose on Shadow Moses Island

Born in 1972 as a result of the Les Enfants Terribles project along with Solid Snake, Liquid Snake is Solid's archnemesis in *MGS*. Here we will discuss his journey and character, as well as his goal throughout the series.



### Liquid Snake's history prior to the Shadow Moses Incident

Born a clone of Big Boss in 1972, as a youth he led an armed group in Africa. Afterwards, he joined the SAS, the British Special Air Service, before moving to SIS, the British Secret Intelligence Service. He disappeared in Iraq after he was captured as a sleeper agent.



the youngest person in the SAS.

▲ Though he was only in his teens during his time in the SAS, he participated in the Gulf War, where he was responsible for destroying Scud missile launching platforms.

### Rising up as FOXHOUND's leader

After becoming the leader of FOXHOUND in 2005, he took the FOXHOUND members, as well as the Genome Soldiers, and occupied the nuclear weapons disposal facility on Shadow Moses Island, while demanding the U.S. government hand over Big Boss's remains.



They're probably already finished arming the warhead

▲ FOXHOUND and the Genome Soldiers were summoned to Shadow Moses for Metal Gear REX's battle exercises. Aiming to seize REX, they took action the day the exercises were supposed to take place.

### Liquid's goals during the Shadow Moses Incident

#### [ The Genome Soldiers' mutations ]

Liquid's goal in demanding the remains of Big Boss was to get treatment for the Genome Soldiers' mutations. Because they carried Big Boss's "soldier genes," their bodies were much stronger. However, they also suffered from a mysterious illness. Finding the cause required Big Boss's genetic information.



The Genome Soldiers that you've been killing are our brothers...

▲ Liquid called the Genome Soldiers, with their soldier genes, his "brothers."

#### [ Fulfilling Big Boss's will ]

Liquid thought that by fulfilling Big Boss's will, he could break free from the curse of his heritage, with the final goal of his terrorist attack being to rebuild Outer Heaven using Metal Gear REX.



A world where warriors like us

▲ He explained his goal for Outer Heaven saying, "A world where warriors like us are honored as we once were... as we should be."

#### [ A battle with his fated enemy, Solid Snake ]

At first, Liquid, filled with hatred surrounding the circumstances of his birth, thought he would get revenge against Big Boss. However, after Big Boss was taken down by Snake, he lost his chance, causing him to feel great animosity towards Snake, and fueling his desire to destroy him.



Have at you, Snake!

▲ A battle between Liquid and Snake, one who believed in the power of his genes, and one wanted to live freely from them.

### Liquid's youth

A young Liquid, known as Eli, appears in *MGS:TPP*, showing his clash with Big Boss (Venom Snake). While he is initially protected at Mother Base, he rebels, gaining control of Sahelanthropus, and escapes.

▼ He led an armed group of children, and was called the "White Mamba" while he was in Africa.



▲ He shows extraordinarily rebellious behavior against both Big Boss (Venom Snake) and Ocelot.



## Hidden Elements

Here are 52 pieces of information, from gameplay tips, Easter eggs, completion bonuses, and more!

### System

#### Title Screen & System

- 01** Change title screen background color  
On the screen with the title logo, press left or right to change the color of the background.
- 02** Control the cameras during the briefing  
During the briefing, when "CAMERA FREE" appears you can move the camera, zoom in, and zoom out. Also, when "CAMERA CHANGE" appears, in addition to the above controls, you can change cameras.
- 03** Playtime counter  
If you pause the game, this stops the playtime counter. Playtime continues to run during cutscenes, however, so be sure to use the skip function if speedrunning the game.

### The Codec

- 04** Campbell's advice  
After starting the game, remain still to get a call from Campbell telling you to press the Crawl Button. Similarly, he will also give you advice about other parts of the game: Puddles, when near a puddle in the Cargo Dock; Searchlights, when near a searchlight at the Heliport; a Suppressor, when obtaining a weapon at the Heliport; Surveillance Cameras, when near a building surveillance camera; Trucks, when near a truck; Air Ducts, when near the Heliport main entrance; the Security System, when near a locked door; How to Walk Quietly, when on a noisy floor in the Tank Hangar; Infrared Sensors, when near infrared sensors, and much more.



- 05** Campbell's dialogue  
Campbell's dialogue after Snake arrives at the Heliport will change depending on how long you took to board the Cargo Dock elevator.
- 06** Mei Ling's reactions  
If you call Mei Ling and repeatedly select "Do Not Save," on the fourth time she will look disappointed. If you do this two more times, she will stick out her tongue, and will do so again on every third "Do Not Save" after this.
- 07** The harmfulness of cigarettes  
If you equip the Cigarettes and call Campbell, Naomi will lecture Snake about the connection between cigarettes and lung cancer.
- 08** Cardboard Boxes A/B/C  
If you equip a Cardboard Box and call Campbell or Nastasha, they will talk about Snake's past or give an overview of cardboard boxes, respectively.
- 09** The ladies' bathroom  
In the Nuclear Warhead Storage Building B1F, there is a sequence that requires you to follow Meryl into the ladies' bathroom. Call Mei Ling or Nastasha before making contact with Meryl and they will criticize you.
- 10** If you listen to Meryl...  
When Meryl is shot in the Underground Passage, if you do as she tells you and you shoot her, Campbell and the others will tear you a new one.
- 11** Underground Passage dialogue differences  
There is a flashback scene when you return to the Underground Passage after the first Wolf battle. The dialogue here changes depending on whether you resisted or submitted during the torture event.
- 12** Saving before the torture event  
If you haven't saved before Ocelot's torture event, Mei Ling will advise you to do so. If you still don't save, Ocelot's dialogue before the torture will change.
- 13** Monaural or stereo?

Over the course of calling Campbell during the Hind D battle, he will tell you to use the sound of the helicopter's rotors to determine the direction it will approach from. However, if you have the game's audio set to monaural in the Options menu, your support crew will react in disbelief.

- 14** Nastasha's past  
After the Hind D battle, call Nastasha and she will open up about her past.
- 15** Killing small animals  
If you kill small animals like rats or ravens, your support crew will scold you.

### Techniques

- 16** Calling elevators quickly  
When calling an elevator, press the button twice to make it arrive quicker.
- 17** Where to obtain the Cardboard Boxes  
Box A: Tank Hangar 2F northwest room. Box B: Nuclear Warhead Storage Building B1. Box C: Snowfield west room.
- 18** Cardboard Box special uses ①  
In the Caves, if you strike Meryl then immediately equip a Cardboard Box, one of the wolf dogs will urinate on the box. From this point on, they will no longer attack you while the Cardboard Box is equipped.
- 19** Cardboard Box special uses ②  
Equip a Cardboard Box in the back of a truck and wait about 7 seconds. You will be transported to the destination written on the box, allowing you to fast travel.
- 20** Easy ways of defeating Sniper Wolf  
The first involves the Nikita. Its missiles will continue to move forward along any gentle slopes, and it can be fired from cover, making it possible to attack Wolf from a safe position. The second involves Stinger missiles. On top of them letting you search for Wolf's position just by readying the launcher, it will lock on to her even if she isn't visible. Also, even if Wolf is hiding behind a tree she will still take damage from the blast wave, and a greater amount of it too.
- 21** Blast Furnace crane  
Normally you have to avoid the crane, but you



can also destroy it with a Stinger missile.

- 22** Defeating Liquid with combos  
After punching Liquid once, you can sneak in another one while he is bent backward from it. If your inputs are too fast you will do the punch-punch-kick combo, while if your inputs are too slow he will have i-frames, but if your timing is just right, you can defeat him solely with punches.

### Easter Eggs

- 23** Additional briefing footage  
Select "BRIEFING" at the title screen to see videos of Snake being briefed on his mission. If you select "EXIT" after the first video plays, you get to see a secret tape.
- 24** Cutscene changes depending on which duct you use  
① If you enter the duct on the first floor of the Heliport and continue ahead to the end, you will hear info about where to obtain the SOCOM pistol. This does not occur if you have already obtained it. ② If you enter the duct on the second floor of the Heliport, you will hear info about the DARPA Chief's location. If you haven't yet made contact with him, you can re-enter the Tank Hangar through the other duct and see both cutscenes.
- 25** Johnny Sasaki's first appearance  
After heading down from the Tank Hangar and through the duct to the Chief's cell, on the way you can see a guard (Johnny Sasaki) sitting on the toilet. After this, he is soon knocked out by a mysterious soldier (Meryl) and stripped of his uniform and gear. Johnny later guards the Medical Room, but, perhaps due to the stress of the earlier encounter, his diarrhea has worsened. If you try to escape without killing him or knocking him out he runs to the toilet. If you knock on the toilet door you will hear his woeeful cries. Additionally, if you make contact with him, you can end up catching his cold. If you do, be sure to grab the Cold Medicine from Nuclear Warhead Storage Building B1, otherwise the sounds of your sneezes may alert the guards.
- 26** Meryl exercising in her cell