

## MGS4 Story: The Guns of the Patriots Incident

Note: The following 10 pages summarize MGS4's story. Due to its spoiler-heavy nature, any first-time players are advised to avoid this section until completing the game.

### ACT 1 | Liquid Sun

#### Snake's final mission begins with solo infiltration in the Middle East

##### OPENING & MISSION BRIEFING

Snake heads to the Middle East to take out Liquid

Snake infiltrates a battlefield somewhere in the Middle East. It is revealed that the mission's objective is to assassinate

Liquid, a task given to Snake by his former superior, Campbell, three days prior.

Accepting the request despite knowing his life is almost over Snake's partner, Otacon, informs him he has at best a year left to live. Despite this, Snake agrees to take on the mission to eliminate Liquid Ocelot, who went missing after the Big Shell Incident.

Assassinating Liquid to stop the insurrection he is planning Liquid is attempting to fan the flames of war through the five major PMCs he secretly controls, the aim being to create the utopia Big Boss fought for—a world where soldiers will always be able to fulfill their one purpose in life.

Olga's daughter, Sunny, tags along on the Nomad Sunny is one of the passengers aboard the Nomad, the transport aircraft that serves as the base of operations for Snake and his team. She is the daughter of Olga, who saved Raiden during the Big Shell Incident, but lost her life in the process.

Note: The Act 1 briefing can be viewed in the "MISSION BRIEFING" menu before starting the game.

#### Linking up with Otacon's remotely controlled Metal Gear Mk. II

To help him make contact with an informant from the U.S. army, Snake meets up with the Metal Gear Mk. II, a remotely controlled

mobile terminal Otacon has snuck into the area. With its support, Snake makes his way deeper into the battlefield.



▲"Drebin" is the general term for gun launderers around the world, and this particular Drebin is No. 893. He is accompanied by a monkey named Little Gray.

#### An encounter with the gun launderer, Drebin

Snake meets Drebin, a man who converts ID-locked guns into "non-ID" guns which can be bought and sold. Drebin gives Snake a non-ID gun, but he is unable to shoot it. Drebin explains this is due to the old-generation nanomachines inside Snake, and he injects him with a nanomachine suppressant.

#### Making contact with Meryl's special forces unit, Rat Patrol Team 01

Snake makes contact with the U.S. army informant, who turns out to be Meryl, the woman he fought alongside during the Shadow Moses Incident. Meryl is aware of Liquid's plan to launch an insurrection, but she insists it is doomed to fail in a battlefield governed by SOP, as it controls all soldiers and weapons.



▲On top of hiding the fact that he is Meryl's biological father, Campbell remarried a younger woman. Meryl, despising him for what he has done, becomes furious upon learning that Campbell was the one who forced her into this operation.



▲They successfully fight off the enemy squad thanks to their teamwork—made possible through the SOP system. Meryl remarks to Snake, "Is your age of heroes finally over?" even though Johnny lagged behind, repeatedly making mistakes.

After surviving the Haven Troopers' assault, they part ways and Snake heads to the PMC camp

While sharing information, Meryl and her team detect movement on their sensors. They realize Liquid's private army, the Haven Troopers, have located them. Meryl and her squadmates Johnny, Ed, and Jonathan prepare for battle before attempting to escape the now-surrounded building with Snake.



▲Liquid addresses Snake, saying, "We're not copies of our father, after all!" and "Watch as I surpass my own origin!" He then boards a helicopter and departs the camp.

#### Upon Liquid Ocelot's signal, all the soldiers writhe in pain

At the PMC camp, Snake spots Liquid and points his gun at him. But then, Liquid gives a signal over his radio, causing all the soldiers present, including Snake and Meryl, to suffer intense physical and mental disturbances for reasons unknown. Some become violent, and chaos ensues. Amid the turmoil, Liquid notices Snake and calls out to him.



▲This marks the first time Snake has seen Naomi since the Shadow Moses Incident. She now works with Liquid, though why remains a mystery.

#### Naomi leaves with Liquid

As Snake writhes in pain, Naomi, the scientist who previously injected Snake with FOXDIE, appears before him. After injecting herself in the neck with something, she leaves the syringe and says, "If you won't be a prisoner to fate... Then go. Fulfill your destiny." She then disappears with Liquid.

## MGS4 as the Culmination of the Series

*MGS4* was created as the culmination of the *Metal Gear* series, which had spanned over 20 years at the time. The story was said to be a conclusion to the saga, and depicted the final confrontation between Solid Snake and Naked Snake (Big Boss)—two of the “Snakes.” It also resolved the long-standing conflict with the Patriots, who had been manipulating events behind the scenes, bringing closure to numerous aspects of the story and answering unanswered questions—a definitive final entry in a 50-year saga that revolved around the concept of “will.”

The design of the gameplay itself was also aimed at being worthy of this culmination by enhancing and innovating upon existing systems. As a stealth action game, it introduced a new concept of “infiltration into an active battlefield.” Systems that captured the atmosphere and sensations of the battlefield in a visual way were developed, conveying the tension of war. While aiming for such innovations, features from previous titles, like the camouflage system, were carried over and further upgraded.

### A game that looks back on the history of the series

*MGS4* resolves the series’ long-running story. Since the game relies on key events and dialogue from past titles, various mechanics

were added to offer returning players a walk down memory lane. The next page introduces some of these mechanics.



▲ In this key visual used in posters and other promotional materials, Snake's shattered lower body is depicted using the silhouettes of characters and weapons from throughout the series.

## Two systems that help deepen understanding of the story

### Mission briefings at the start of each act explain the situation and objectives

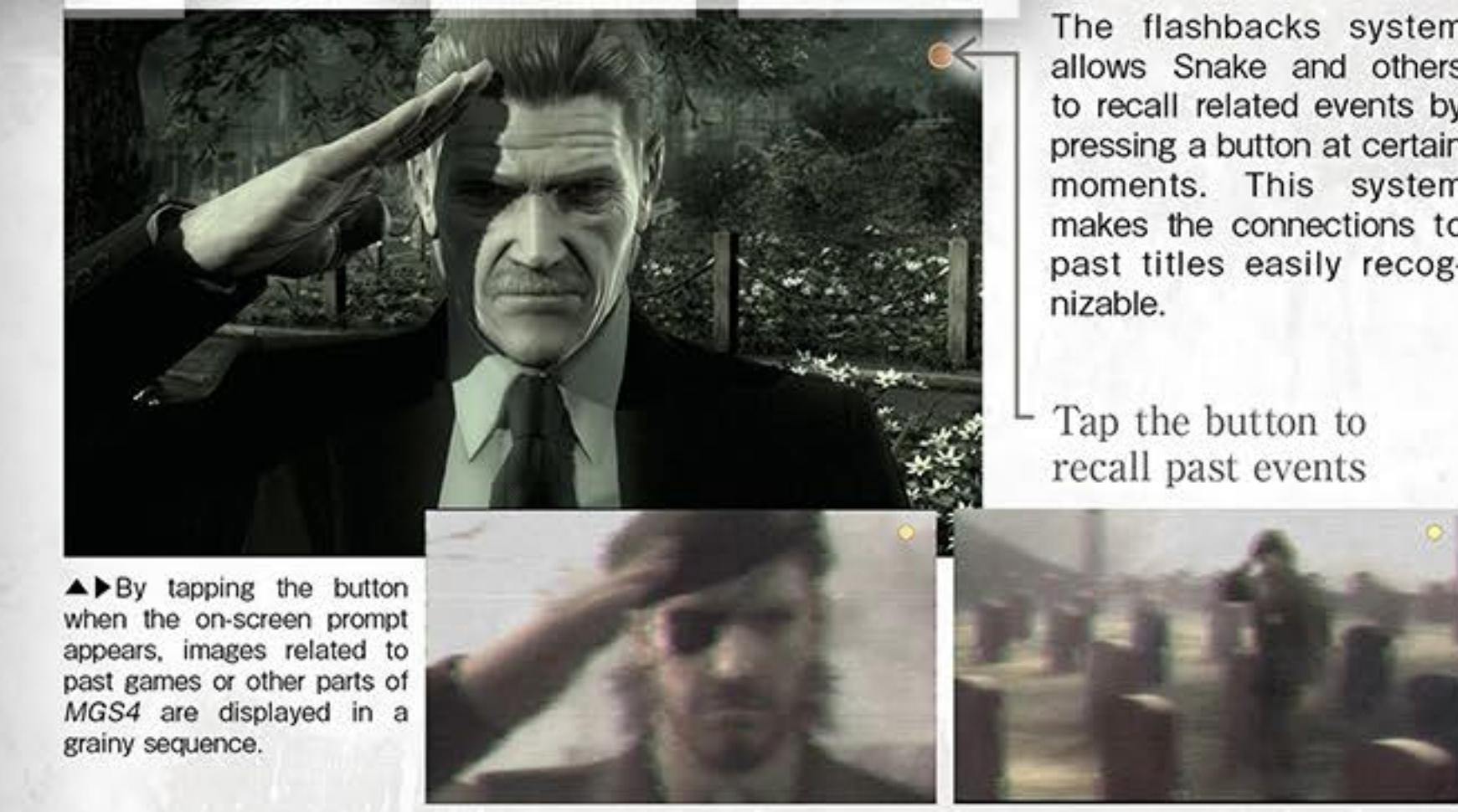
The story of *MGS4* is divided into acts, with each act, excluding Act 1, following the structure of Mission Briefing → Mission → Results. The mission briefings provide a detailed explanation of the situation and objectives, making it easier to understand the background of the story.



▲ The mission briefing of each act can also be rewatched from the title menu.



### Trace connections to previous games with flashbacks



▲ By tapping the button when the on-screen prompt appears, images related to past games or other parts of *MGS4* are displayed in a grainy sequence.

The flashbacks system allows Snake and others to recall related events by pressing a button at certain moments. This system makes the connections to past titles easily recognizable.

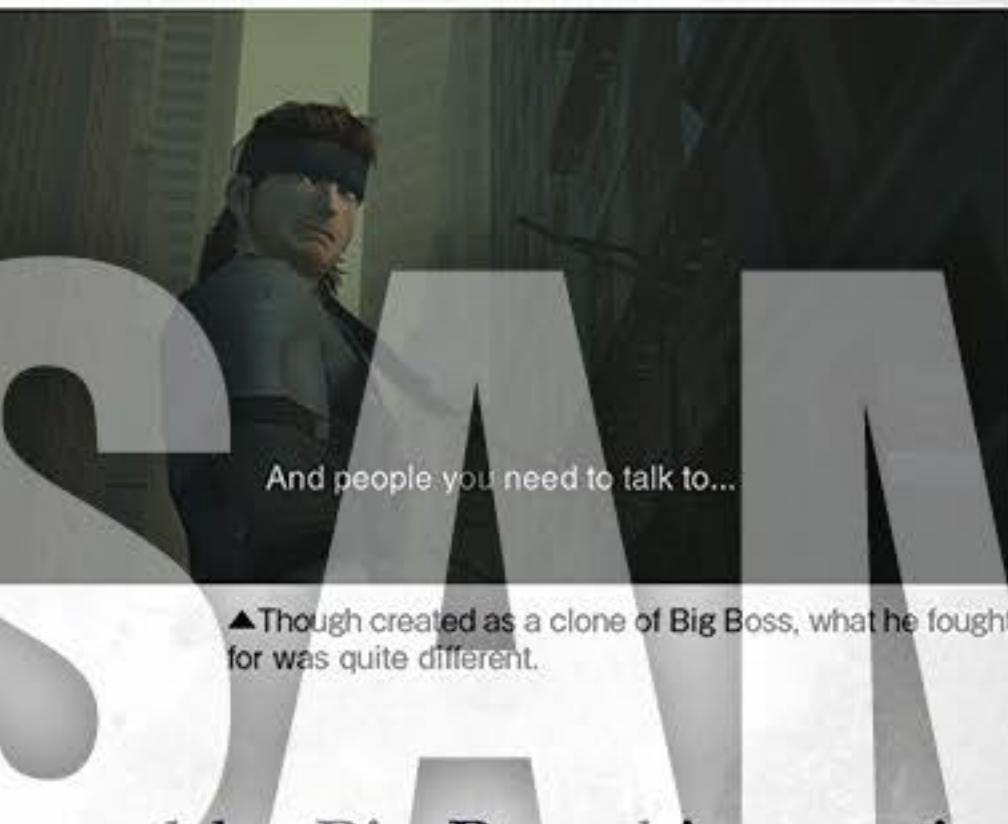
Tap the button to recall past events

## Solid Snake's Will



Looking back at what drove Snake in past titles and *MGS4*

Snake rarely showed his emotions, but during missions he occasionally revealed what drove him to his comrades, like Otacon, Raiden, and Meryl, or even to his enemies, like Big Boss and Liquid. Here we introduce what drove Snake, as shown in previous titles all the way up to *MGS4*.



**1995**

MG

Betrayed by Big Boss, his superior

While on a mission to quell the Outer Heaven Uprising, Snake learned that his superior, Big Boss, was leading the very same Outer Heaven, and the two became enemies. After the mission's completion, in his final radio report, Snake quietly murmured, "No big deal, job done, that's all..."



**1999**

MG2

Snake expresses his own will to Big Boss

During the Zanzibar Land Disturbance, Snake fought against Big Boss. Big Boss preached that soldiers are prisoners of the battlefield, but Snake revealed his own thoughts, saying, "It doesn't have to be that way. I'm not like you. I love life!"

"I love life!"



**2005**  
MGS

Meeting Meryl, and discovering the meaning of life

During the Shadow Moses Incident, Snake crossed paths with Meryl and opened up to her. Unlike in *MG2*, he told her he now felt alive only when dodging death on the battlefield.



▲ Snake described himself as a man who could only find meaning on the battlefield. He revealed that he fights not for victory or for others, but because he seeks the battlefield itself.

"I've got no purpose in life. No ultimate goal..."

"I've never been interested in anyone else's life..."



"I'm going to save Meryl. I don't need an excuse."

"Maybe it's time I live for someone else."

Sharing his feelings for Big Boss and Gray Fox

• **Big Boss:** Of the fact that he had to kill Big Boss in Zanzibar Land, Snake said, "That's the trauma that Mantis was talking about."

• **Gray Fox:** Having also faced off with Gray Fox in Zanzibar Land, Snake said of their fight, "We were just two soldiers doing our jobs. It's like a sport." He even revealed that he still considered him a friend.



▲ Big Boss had called himself Snake's "father," making him a special kind of figure in Snake's life.

# Hidden Elements

Here are 48 tidbits of information, including gameplay tips, Easter eggs, completions bonuses, and more!

## System

### Opening Cutscene

#### 01 Changing TV channels

During the opening TV show-style cutscene, you can switch channels by pressing buttons.

##### •Ch. 15: "BOMB SHELTER BUFFET"

A wild cooking show featuring bizarre food, and a commercial for Praying Mantis.

##### •Ch. 16: "OCEAN OF GOSSIP"

A documentary analyzing octopus ecology, and a commercial for Otselotovaya Khvatka.

##### •Ch. 23: "7th CIRCLE"

A quiz show with a host and contestant facing off, and a commercial for Pieuvre Arment.

##### •Ch. 42: "CELEBRITY MORALIST"

A talk show, and a commercial for Raven Sword.

##### •Ch. 48: "BODY OF ARMOR"

A home shopping show advertising a workout recovery drink, and a commercial for Werewolf Corp.

##### •HIDEO 1/HIDEO 2

Both of these channels show nothing.

### Mission Briefings

#### 02 Sunny's eggs<sup>1</sup>

The condition of Sunny's fried eggs at the start of the mission briefings in Acts 1-4 symbolize the Snakes active in each act and hint at the act's outcome. Additionally, the numbers that appear in the lyrics of Sunny's songs can be input as passwords in the Nuclear Warhead Storage Building B2 in Act

4 to unlock bonuses.

##### •Act 1's eggs

Sunny says, "Solidus must have taken the day off," so the two eggs refer to Solid and Liquid. Her failure to properly crack the second egg suggests the failure of the first test, which uses Liquid's genetic code. The lyrics represent pi, and entering 78925 in Act 4 unlocks a song.

##### •Act 2's eggs

Both yolks have collapsed, hinting at the failure of the second test using Solid's DNA code and biological information. The song lyrics are the Fibonacci sequence, and entering 13462 in Act 4 unlocks a song.

##### •Act 3's eggs

The first egg cracked contains a single yolk, while the second contains two yolks. The presence of twin yolks plus a third, which all remain intact, hints at the arrival of the third Snake (Solidus) and the success of the test. The lyrics consist of the names of chemical elements.

##### •Act 4's eggs

Cracking two eggs simultaneously and the yolks merging into one symbolizes the twin Snakes. The lyrics mention station names of the Myoken Line of the Nobe Electric Railway that connects Osaka and Hyogo in Japan.



◀ In Act 4, the two yolks merge into one in the frying pan.



#### •Post-debriefing eggs

The eggs turn out beautifully, symbolizing Sunny's improved cooking skills and hinting at a bright future as the story comes to an end.

#### 03 Explore the Nomad with Metal Gear Mk. II

During the mission briefings, there are opportunities to control Metal Gear Mk. II (or the Mk. III) and explore the cabin of the Nomad. Points of interest with reactions or changes are as follows:

- On the first and second floors, you can obtain items like the Camera (if not yet acquired), music (if not yet acquired), ammo, and batteries.

- On the first floor, there are three chickens named Solid, Liquid, and Solidus. If you extend the arm toward them, they will react.

- If you extend the arm toward the remote control on the first floor, the monitor image changes to photos of idols. The location of the remote changes with each briefing.

- If you extend the arm toward the boombox, it will turn on and play music or radio programs, which change with each act.

- If you obtain Haven Trooper or B&B Corps figures, they will be displayed in front of the second-floor monitor.

- In Act 4, a photo of Naomi and Sunny is displayed next to Olga's photo. There are seven different photos, and they change based on the day of the week.

- After defeating Laughing Octopus in Act 2, you obtain the FaceCamo. If you collide with Campbell during the Act 1 mission briefing, or Otacon during the briefings in Acts 1-4, you will acquire their respective FaceCamos.

#### 04 The Camera

During the mission briefings, there is an opportunity to obtain the Camera inside the Nomad. If you hold off on obtaining it until after Act 3 and acquire it during the Act 4 mission briefing, seven photos of Sunny and Naomi will be added to "PHOTO ALBUM" in the title menu.



## Cutscenes

#### 05 Hidden First-Person View Mode

By pressing the button indicated in the upper-left corner of the screen, you can switch to first-person view while holding the button. The following are hidden first-person view mode instances where the icon is not shown:

- During Naomi's explanation in Act 2, after dropping the cigarette. Performing this action fully restores Psyche.

- When the incognito Dwarf Gekko appear in Act 3.

- After the sequence with Psycho Mantis in Act 5, when the line "The spirit of the warrior will always be with you" is spoken.

#### 06 Display motion capture actor names

When the caption for a character's first appearance is displayed, pressing the Weapon Menu Button will switch the caption from the voice actor's name to the motion capture actor's name. Pressing the button again will change the caption back to the voice actor's name.

#### 07 Hidden flashbacks

By repeatedly pressing the button indicated in the upper-right corner of the screen, flashback sequences will play, and performing this action gives you 1,000 DP. Additionally, the following are hidden flashbacks where the icon is not shown:

- In Act 4, when Raiden sinks into the ocean.

- In Act 5, when Psycho Mantis ascends.



▲ Act 4. As Raiden sinks into the ocean, memories with Rose flash through his mind.