

# MGS: PW Story: The Peace Walker Incident

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

## Prologue/Chapter 1: A Country Without an Army

In 1974, 10 years after Operation Snake Eater, Snake is operating a private army in Colombia. One day, Snake's second-in-command, Miller, brings him two visitors: Professor Gálvez from the University for Peace in Costa Rica and his student, Paz. Gálvez asks Snake to investigate and eliminate an armed group that has appeared in Costa Rica. However, Snake is reluctant to do so upon learning that Gálvez is part of the KGB and that the armed group is backed by the CIA. A cassette tape Paz has brought back from one of the group's facilities changes his mind, for the tape contains the voice of The Boss, his beloved mentor who died by his own hand.



▲▶ An unmanned craft dodges Snake's attack and takes Chico away. Amanda goes after him, and Snake follows her.

## Making contact with the FSLN

Sneaking into Costa Rica, Snake discovers that the armed group (a CIA unit) is bringing nuclear weapons into the country. To find out where they are headed, he makes contact with the FSLN (Sandinista National Liberation Front), who are laying low in the area. Amanda, daughter of the group's commander, tells him cargo is being transported to the mountains. But then, a hovering unmanned weapon suddenly appears and her younger brother, Chico, is abducted.



Snake defeats the Pupa. The man in the wheelchair introduces himself as Huey and explains that the bald man is Coldman, the CIA Central America station chief, who has hired him to develop unmanned weapons. Huey reveals that Coldman is advancing the Peace Walker Project, intending to prove the concept of a "perfect deterrent" through the use of an unmanned nuclear platform of the same name.

## Nuclear warheads and drones

Snake chases after Amanda and, after rescuing her from an unmanned weapon, brings her to his new offshore base of operations in the Caribbean, Mother Base. Snake then proceeds to a prison facility in the mountains and rescues Chico, who tells him about the armed group's transport route. Chico, however, confesses that he gave up the location of his comrades to the group and mutters, "I wish I was dead." Snake admonishes him and brings him to Mother Base for protection. Snake finally reaches the destination where the cargo (nuclear warheads) is being transported. There, he comes across a bald man arguing with a man in a wheelchair. The bald man pushes the man in the wheelchair, and Snake comes to his aid. In a panic, the man cries out, "He's going to do it! He's gonna launch a nuke!" Further ahead, Snake witnesses a gigantic weapon labeled "PEACE WALKER" being transported. Then, as if taking its place, an unmanned weapon called a Pupa appears and attacks Snake.



◀According to its developer, Huey, Peace Walker is an autonomous mobile platform equipped with AI and nukes. Upon hearing this, Snake remembers the words of Granin, a weapons developer he had encountered before, who spoke of a "metal gear."

# MGS: PW's Co-op Game Systems

## From one-man infiltration missions to teamwork

MGS: PW was the first canon entry in the *Metal Gear* series developed for a handheld game console. It introduced co-op play, known as CO-OPS, which took advantage of the hardware's multiplayer capabilities. It also borrowed the unit building element from *Metal Gear Solid: Portable Ops*, adding a new feature that tasks the player with managing their base. This co-op mixed with base building gave birth to a new kind of MGS, compared to the series's traditional solo infiltrations. Another change is the game's division into individual missions, which is different than the style of progression seen in previous titles.



► Players can share LIFE and items with their buddies in CO-OPS.



## Gameplay progression is mission-based

◀ The story progresses by completing missions (MAIN OPS), which are divided by stage and objective. Separate missions unrelated to the main story (EXTRA OPS) are also available.

CO-OPS mode allows the player to team up with others

► The game features a co-op mode called "CO-OPS," allowing up to four players to tackle missions together.



## Recruiting staff and running the base (and different units)



SNAKE operates out of Mother Base, an offshore facility in the Caribbean Sea, conducting covert missions across the region. Mother Base houses different teams, such as the Combat Unit and R&D Team, which level up based on the staff assigned to them. A higher level allows for the development of more powerful weapons, equipment, and additional mission support. Staff members have unique aptitudes for specific teams, and assigning them to the appropriate team helps raise its level more quickly.



## Recruit through Fulton recoveries and more

► One method of gathering staff is the Fulton recovery system, whereby balloons are attached to enemy soldiers or prisoners, sending them into the air for extraction. Other methods include trading staff members with other players via the Trade feature.



# New Gameplay with Base Operations



Mission progression and expanding Mother Base are part of a single cycle

## Acquiring and assigning staff

Staff members can be secured in ways such as the Fulton recovery system during missions or by recruiting volunteers via the Recruit feature. Recruited staff can be assigned to one of five teams, each with distinct roles: the Combat Unit, the R&D Team, the Mess Hall Team, the Medical Team, and the Intel Team. Each staff member has unique stats and varying aptitudes for each team. Assigning staff to the most suitable team where their skills can be best utilized is crucial for the growth and development of Mother Base.



## Manage units, fight battles, and grow Mother Base

The gameplay system in *MGS: PW* introduces a new experience which combines the unit management elements from *Metal Gear Solid: Portable Ops* with base (Mother Base) management and development. These elements form a gameplay cycle that involves: Taking on missions to gather staff, assigning them to different teams in Mother Base to level them up, developing better weapons and items, and then using those weapons and items to take on more missions, gather more staff, then repeat the process.



Staff can be selected and assigned to teams. These teams will support your missions in a variety of ways.

## Develop weapons, items, and even a Metal Gear

Weapons and items can be developed at Mother Base. As missions progress, they become increasingly difficult, necessitating the development of better weapons and items. Weapons and items are ranked, and higher-ranked ones come with stricter requirements, such as higher team levels and more GMP (money). This makes acquiring staff and expanding Mother Base essential to developing better weapons and items. Additionally, once Huey joins the team, Metal Gear ZEKE can be developed, and after it's complete, ZEKE can be deployed as an ally in OUTER OPS.



To progress development of Metal Gear ZEKE, you must defeat AI weapons such as the Pupa and the Cocoon to gather parts. Furthermore, by collecting AI memory boards, you can enhance performance aspects such as mobility.

## Connectivity features related to operations

The connectivity aspects of *MGS: PW* are closely tied to the operations gameplay system as well. Features connected to the management and development of Mother Base are Recruit, Trade, and Delivery. Recruit allows players to recruit new staff members, Trade lets players exchange staff members with other players, and Delivery enables players to send supplies (items) to other players. Additionally, Versus Ops exists to provide a place to test the strength of your forces built up through management of Mother Base. Using the weapons and items you've developed, along with the staff you've acquired, you can compete against other players in four different game modes (battle formats).



In Recruit, if you can knock out all the enlistment candidates within the time limit, you acquire all of them as staff members.



In Versus Ops, you can battle other players with custom rules, such as for match duration and permitted weapons.

# Complete Guide (Titles/Key Items)

## TITLES

There are a total of 24 titles. The title you earn varies depending on the weapons you use and your combat style. As your mission completion rate increases, your rank will also rise.

### Using the list

To obtain a title, you must fulfill all requirements. Each title has five ranks (★ to ★★★★★). If you meet all the conditions

for a specific ★ rank, you will earn the title at that rank.

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1 Title Name

The name of the title.

2 Emblem

The emblem associated with the title.

3 Requirements

The conditions that must be met to obtain the title. Special terms used in the requirements are:

Category Usage Count:

The total number of enemies neutralized using a specific weapon category (e.g., Handguns, Shotguns). CQC is included, but hold-ups do not count.

Neutralization Average:

The total number of enemies neutralized (excluding hold-ups) divided by 11.

4 Rank Conditions

To earn a title at a given rank, you must first meet the requirements and then fulfill conditions 6 to 9. The title rank you obtain depends on the conditions you meet.

5 Rank

Indicates the rank of the title.

6 Mission Completion

The overall completion percentage of all 161 missions, including both SINGLE and CO-OPS modes.

7 Mission Ranks

Completion ranks for all missions. Must be fulfilled in both SINGLE and CO-OPS modes.

8 Heroism

Heroism stat, which can be viewed in the Profile section of the Database.

9 Camaraderie

Camaraderie stat, which can be viewed in the Profile section of the Database.

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