

SILENT HILL 2

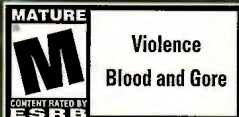
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the silence is broken...

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the most suspenseful
interactive experience!



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TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID 2

SUBSTANCE



INS

Le SuperClub Vidéotron

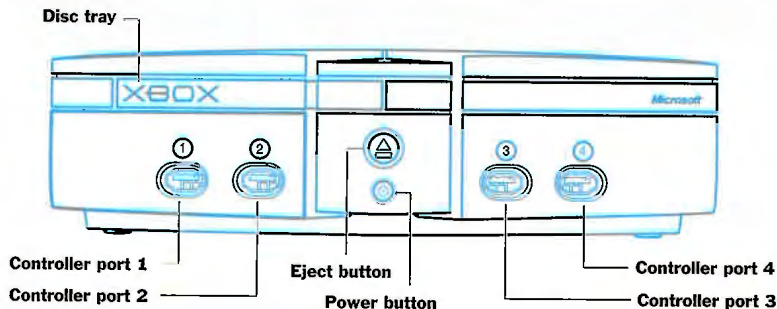


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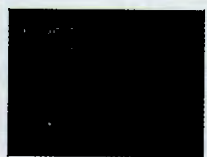


1. Set up your Xbox video game system according to the instructions in its Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the Metal Gear Solid®2: SUBSTANCE disc on the disc tray with the label side facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing Metal Gear Solid®2: SUBSTANCE



To avoid damage to discs or the disc drive

- Insert only Xbox-compatible discs into the disc drive
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.



NEW GAME: Start playing the original "Metal Gear Solid®2" from the beginning.

LOAD GAME: Continue playing the original "Metal Gear Solid®2" using previously saved data.

OPTION: Adjust various game settings.

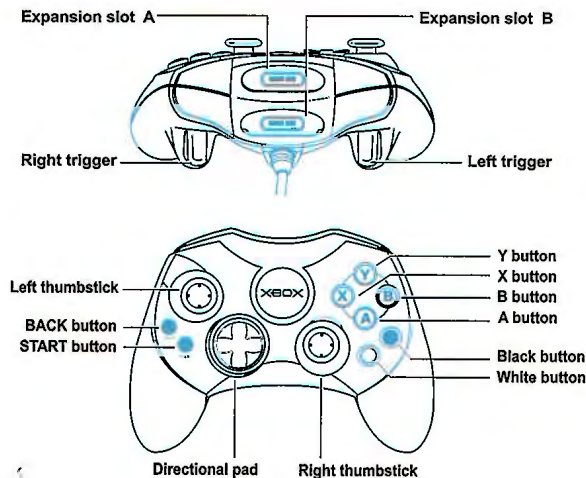
SPECIAL: Enter the Special Menu.

MISSIONS: Engage in combat training consisting of a number of different stages.

SNAKE TALES: Play any of five different stories starring Solid Snake.

NOTE: Certain menus may not be available the first time the game is played.

1. Insert the Xbox Controller into any controller port of the Xbox console. For multiple players, insert additional controllers.
2. Insert any peripherals (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox controller to play "Metal Gear Solid®2: SUBSTANCE"



DIRECTIONAL PAD / LEFT THUMBSTICK

Normal View: Move
First Person View: Look around (when left thumbstick is clicked in)

RIGHT THUMBSTICK

Corner View: Change direction of camera

BACK BUTTON

Enter Codec Mode

START BUTTON

Tanker Chapter: Pause
Big Shell Chapter: Pause / Display map

Y Button: Lock-on button

Lock onto an enemy soldier (when weapon is equipped)
 • Not all weapons can be used to lock onto a target.

LEFT TRIGGER

Normal View: Select / Equip items
Corner/First Person View: Peek

LEFT THUMBSTICK (WHEN CLICKED IN)

First Person View button
 Switch First Person View on & off / Zoom camera during cinematics

RIGHT TRIGGER

Normal View: Select / Equip weapons
Corner/First Person View: Peek

X Button: Weapon button

Use weapon, throw/choke (when no weapon is equipped)

A Button: Crawl button/Confirmation button

/Enter button
 Switch between crouching/crawling and standing positions

Y Button: Action button

Turn handles, climb onto platforms, hang down from railings, etc.

B Button: Punch button/Cancel button

Punch
 Knock (when flattened against a wall)

NOTE: Controls can be changed on the "Options" screen. (see P.32)

S T E A L T H G A M E

INFILTRATE AND AVOID DETECTION

STEAL

vt. {stole stolen} to perform an action in a silent, secretive manner.

vi. to proceed secretly, to sneak to move silently.

n. stealth the act of moving silently and secretly.

"Metal Gear Solid@2: SUBSTANCE" is a tactical espionage action game.

The player must single-handedly infiltrate a facility under enemy control and carry out a covert operation.

If an enemy soldier spots the player, the soldier will call his comrades and attack. Since the player doesn't stand much of a chance when vastly outnumbered in battle, unnecessary conflict should be avoided whenever possible.

"Metal Gear Solid@2: SUBSTANCE" is composed of the original game, "Metal Gear Solid@2: Sons of Liberty™", a "Missions" pack featuring new stages to play, and five additional playable stories called "Snake Tales."

In this manual, "Metal Gear Solid@2: Sons of Liberty™" will hereafter be referred to as "Metal Gear Solid@2" or simply "the original game."

THE OUTER HEAVEN UPRISING

FROM "METAL GEAR" (RELEASED 1987)

FOXHOUND agent Solid Snake infiltrates Outer Heaven, a fortress-nation deep in the heart of South Africa, and destroys their prototype weapon Metal Gear, a walking tank with nuclear capability. In the process, he discovers that the leader of Outer Heaven is none other than Big Boss, the supreme commander of FOXHOUND, and puts an end to his former comrade's twisted schemes.

THE ZANZIBAR LAND DISTURBANCE

FROM "METAL GEAR 2: SOLID SNAKE" (RELEASED 1990)

After surviving the Outer Heaven incident, Big Boss escapes to Zanzibar Land and sets up an independent military regime with the hope of creating a world of strife, the only kind of world a born soldier can truly enjoy. At the request of FOXHOUND, Solid Snake infiltrates Zanzibar Land and again destroys Metal Gear, which had been transferred to Zanzibar Land following the collapse of Outer Heaven. He triumphs once again in a final, decisive battle with Big Boss and ensures the downfall of Zanzibar Land.

THE SHADOW MOSES ISLAND INCIDENT

FROM "METAL GEAR SOLID" (RELEASED 1998)

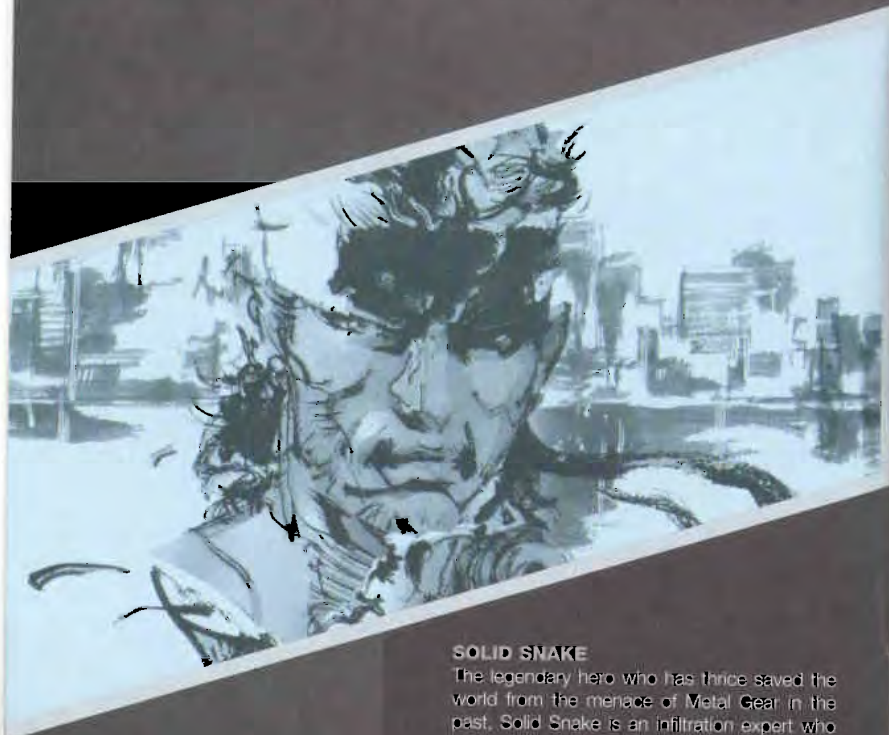
On Shadow Moses, a remote island off the coast of Alaska, FOXHOUND leads an armed uprising and seizes the new Metal Gear REX in the single biggest act of terrorism in history. At the request of the government, Col. Roy Campbell, the former commander of FOXHOUND, summons Solid Snake out of retirement and sends him to infiltrate Shadow Moses Island in one last solo covert operation.

Snake must penetrate deep into the heart of a nuclear weapons facility. Aiding him in his mission are Dr. Hal Emmerich, aka Otacon, a former Metal Gear developer; Meryl, Col. Campbell's niece; and a team of the top specialists in each field, who communicate with Snake via the Codec. In the middle of his battle against the members of FOXHOUND, Snake encounters a cyborg ninja, who thirsts only for battle. This mysterious figure's true identity turns out to be Grey Fox, Snake's former FOXHOUND comrade who defected to the enemy and fought against Snake in Zanzibar Land. After destroying Metal Gear REX, Snake confronts the head of the terrorist group, Liquid Snake. Each of the Snakes, Liquid and Solid, carries the genes of the 20th century's greatest soldier, Big Boss. With the support of the cyborg ninja, Solid Snake fights a decisive battle with Liquid. After a long and protracted struggle, Snake finally defeats Liquid and leaves the legacy of Shadow Moses behind him.

"Metal Gear Solid 2" is composed of two chapters: the "Tanker Chapter" and the "Plant Chapter."

TANKER CHAPTER

Following the incident on Shadow Moses Island, Metal Gear's top-secret technology was leaked into the black market through the machinations of Revolver Ocelot. As a result, countless variations of Metal Gear have sprung up in every corner of the globe, making the weapon an increasingly common sight in the armed forces of nuclear powers. In the midst of all this, Solid Snake, now a member of the anti-Metal Gear group "Philanthropy" has learned that a new prototype Metal Gear has been developed by the U.S. Marines and is being transported in secret to an unknown destination. To find out more about this prototype, Snake must infiltrate the transport as it makes its way down the Hudson River disguised as a tanker. However, just as Snake is about to begin his mission, the tanker is seized by a mysterious armed group.



SOLID SNAKE

The legendary hero who has thrice saved the world from the menace of Metal Gear in the past, Solid Snake is an infiltration expert who always completes his mission no matter how difficult the odds. Originally a member of FOXHOUND, now a member of the NGO "Philanthropy" an anti-Metal Gear group.

PLANT CHAPTER

The "Big Shell" is a huge offshore cleanup facility constructed off New York's coast that serves as a symbol of environmental preservation and is now occupied by a terrorist group calling themselves the "Sons of Liberty." The President, who was on a tour to inspect the facility at the time, has been taken hostage, and the Sons of Liberty have demanded a large sum of money from the government in return for his release. If this demand is not met, they have threatened to detonate a series of bombs placed around the Big Shell, releasing huge amounts of chemical toxins into the sea and unleashing a massive environmental disaster. Faced with an unprecedented state of crisis, the government has called on the newly reformed FOXHOUND to handle the situation. FOXHOUND's chosen agent, Raiden, must single-handedly infiltrate the "Big Shell" from underwater and carry out a covert operation...



RAIDEN

A member of the special forces unit FOXHOUND, Raiden has no experience in real-life combat situations, but his skills as a soldier have been honed to the highest levels through VR simulation training. The infiltration of the Big Shell is his first actual mission.

After selecting a NEW GAME, different difficulty levels will be displayed.



VERY EASY: For beginning action gamers.

EASY: For those who have never played "Metal Gear Solid®."

NORMAL: Average difficulty, for veterans of "Metal Gear Solid®."

HARD: For those who have already completed the game and are looking for a challenge.

EXTREME: Extreme difficulty. Becomes available after completing the game once. For die-hard gamers.

EUROPEAN EXTREME: The ultimate challenge. Becomes available after completing the game once. For the truly possessed.

On HARD, EXTREME, and EUROPEAN EXTREME difficulty, there is an extra "GAME OVER IF DISCOVERED" option available. When this is selected, the game will end if the player is spotted by enemy soldiers or surveillance cameras.

•All difficulty levels will become available after viewing the game's ending once.

LOAD GAME

Select "LOAD GAME" from the Title Menu screen to bring up the Data Selection screen. Choose a data file to continue playing the game from the Continue Point at which the file was saved.



1. LIFE GAUGE

If the Life Gauge drops to zero, the game ends. When there is little life remaining, the gauge will turn orange and blood will start to flow.

2. RADAR

Displays the conditions of the player's surroundings (see Radar P.10).

3. WEAPON EQUIPPED

Displays the weapon currently assigned to the Weapon button (see Weapons and Equipment P.41). This is not displayed if nothing is equipped.

4. ITEM EQUIPPED

Displays the item currently being used (see Weapons and Equipment P.27). This is not displayed if nothing is equipped.



BOSS BATTLES

1. BOSS' LIFE GAUGE

Decreases as the boss receives damage.

2. BOSS' STUN GAUGE

Decreases as the boss is hit by tranquilizer darts and punching attacks.

•When either the Life Gauge or the Stun Gauge reaches zero, the boss battle is over.



GRIP GAUGE

Displayed during Hanging mode. When the gauge reaches zero, the player will fall. Performing certain special actions can raise the Grip Gauge's level, increasing the maximum value of the gauge.



O2 (OXYGEN) GAUGE

When underwater, shows the amount of oxygen remaining. When the O2 Gauge reaches zero, the Life Gauge begins to decrease. Pressing the Action button will decrease the rate at which the O2 Gauge diminishes.



PARTNER LIFE GAUGE

Displayed when the player has a partner working with them. If a partner's life gauge drops to zero, the game ends.

NORMAL MODE



CENTRAL DOT: Player character (Snake/Raiden)

GREEN CONE: The player character's field of vision in First Person View

DOTS AND CONES REPRESENTING ENEMY UNITS AND THEIR FIELD OF VISION: Enemy soldiers/cameras/gun cameras/CYPHERs/gun CYPHERs



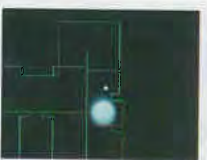
NORMAL: Blue

SUSPICIOUS: Yellow



CAUTION MODE, AND AFTER DISCOVERING PLAYER CHARACTER: Red

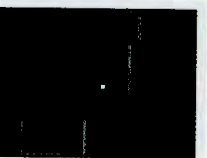
WHILE UNDERWATER



BLUE AREAS: Breathing points.

Indicates points in the flooded areas where the player can come up for air.

WHEN SENSOR-A IS EQUIPPED



YELLOW AREAS: Indicates that a bomb has been placed in that vicinity. Unless the area map is downloaded by accessing a Node, only these yellow areas will be displayed.

WHEN THE MINE DETECTOR IS EQUIPPED



YELLOW DOTS AND CONES: Yellow dots indicate the positions of mines. Entering the cone-shaped area while in a standing position will cause the mine to explode.



ALERT MODE

The radar cannot be displayed. Occurs when the player is discovered by an enemy soldier, camera, or CYPHER. You will enter Evasion Mode when the gauge is down to zero.



EVASION MODE

The radar cannot be displayed. Occurs during a Clearing or when the enemy is searching for Snake/Raiden. You will enter Caution Mode when the gauge is down to zero.



CAUTION MODE

Occurs when enemy soldiers are more vigilant than usual in their patrols. You will enter Normal Mode when the gauge is down to zero.



WHEN THE SIGNAL IS JAMMED

The radar cannot be used if the signal is being jammed. Also, any equipment containing electronic components, such as surveillance cameras and remote control missiles, will not function properly. Furthermore, enemy soldiers will not be able to use the radio to call for backup.

While in Normal mode, enemy soldiers will follow a set patrol route. When the player is spotted by an enemy soldier or surveillance camera, the game enters Alert mode.

NORMAL MODE



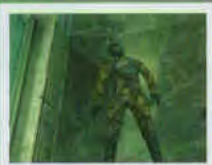
The radar can be used in this mode.

This is the default state, when the player has not been discovered by enemy soldiers or surveillance cameras.

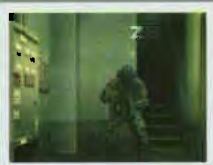
While in Normal mode, enemy soldiers will follow a set patrol route. While on patrol, enemy soldiers will use their eyes and ears to check for anything unusual on their patrol route. Some soldiers might stand guard in a single spot, while others might fall asleep on duty.

When a soldier in normal mode hears a noise or spots something suspicious, such as footprints or bloodstains, he will leave his patrol route and search the surrounding area. If he finds nothing out of the ordinary in the area, the soldier will return to his patrol route. Creating noises to distract enemy soldiers is an essential technique to master.

VARIOUS MARKS WILL APPEAR ABOVE THE ENEMY'S HEADS, INDICATING THEIR STATUS



UNCONSCIOUS



SLEEPING



DISCOVERY



SUSPICIOUS

ALERT MODE



The radar cannot be used in this mode.

The state in which the player has been discovered by enemy soldiers or surveillance cameras is called "Alert mode." In Alert mode, enemy soldiers call for backup and attack.

You can get out of Alert mode only by eluding the enemy soldiers or defeating a certain number of them.

After escaping from the enemy's field of vision, the gauge at the bottom of the radar will begin to decrease. When it reaches zero, the game switches to Evasion mode.

EVASION MODE



The radar cannot be used in this mode.

In this mode, enemy soldiers will search the vicinity after losing sight of the player.

When the player eludes the enemy soldiers by hiding under a table or in a locker, the enemy soldiers may perform a "Clearing." This means that the soldiers will conduct a sweep of the area and "clean out" any spots where they suspect the player may be hiding.



When the clearing is complete, or after searching for a certain period of time, the enemy soldiers will switch to Caution mode.

CAUTION MODE



The radar can be used in this mode.

In Caution mode, enemy soldiers will be more vigilant than usual in their patrols. In certain cases, extra soldiers may be added to the patrols as well.

Avoid detection by the enemy soldiers until the gauge at the bottom of the radar reaches zero to return to Normal mode.

Each enemy soldier has a fixed visual range, and follows a set patrol route. Try to avoid detection while moving around.

MOVE (WALK/RUN):

Move around by pressing the left thumbstick in the desired direction. Move the thumbstick a little to walk, and move fully to run.



DIVING SOMERSAULT (SNAKE)/ROLLING (RAIDEN):

Press the Crawl (A) button while running to execute a diving somersault (Raiden will execute a roll). This move can also knock down any enemy soldiers in the character's path.



DIVING SOMERSAULT:

Useful for getting from one shadow to another.

ROLLING:

Useful for squeezing through small openings. Can also be used to put out the flames when on fire.

CRAWLING/CROUCHING:

Press the Crawl (A) button to switch to a crouching position. Useful for hiding behind waist-high objects.



While crouching, pressing the left thumbstick in any direction will cause the character to crawl. Crawling allows the character to hide in narrow spaces under tables and other low-lying objects. Pressing the Crawl (A) button while in a crouching or crawling position will switch back to a standing position.

HANGING:

In certain places, pressing the Action (Y) button while facing a railing will cause the character to drop down and hang from the railing. Press the left thumbstick left and right to move along the railing. But be careful – if the Grip Gauge reaches zero, the character will lose his grip and fall.



WHILE HANGING:

Press the Action (Y) button to climb back over the railing. Press the Crawl (A) button to let go and drop. The Left/Right Trigger buttons can also be used to move left and right along a railing. Pull the Left/Right Trigger buttons simultaneously to do pull-ups.

CLIMBING TO A HIGHER LEVEL:

Objects that are roughly waist-high can be climbed by pressing the Action (Y) button.

(A fall from a high place will cause the character to receive damage. Falling in some places will result in instant death.)

In order to avoid detection, it's essential to have a thorough knowledge of the surrounding terrain and the enemy's movements.

FLATTENING AGAINST A WALL:

Face a wall or similar surface and pull and hold the left thumbstick in that direction to flatten against a wall. Depending on the location, flattening may cause the camera to switch to Corner View, making it easier to view the surrounding area. See "Corner View" P.24.



It is also possible to move while flattened against a wall. Moving while flattened will enable the character to squeeze through narrow spaces not normally accessible when walking.

PEEKING:

Pull the Left/Right Trigger buttons while in Corner View to peek left/right. Use the right thumbstick to change the camera angle.



MAKING A NOISE:

While flattened against a wall, press the Punch (B) button to hit the wall and make a sound. This sound can be useful in distracting enemy soldiers.





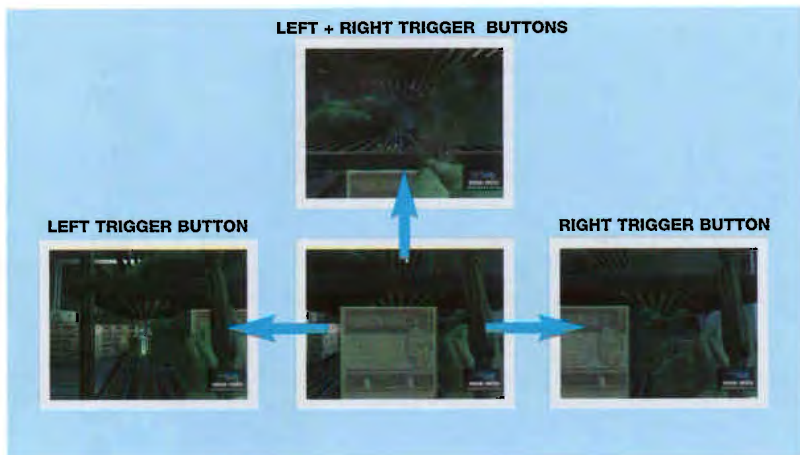
VIEWING THE OVERHEAD MAP (PLANT CHAPTER)

After accessing the Node (see P.25), press the START button to display the Overview Map. To return to the game screen, press the START button again.

Right thumbstick/ Rotate the map
Left thumbstick/ Move the area name display cursor

FIRST PERSON VIEW MODE (STEP LEFT/RIGHT)

Click the Left thumbstick to enter First Person View mode. While in First Person View, use the left thumbstick to change the camera angle. The player cannot move in First Person View mode. You can change how the left thumbstick functions in First Person View mode in OPTIONS. Click on the Left thumbstick to return to normal view mode.



Pull the Left/Right Trigger buttons while in First Person View to move one step left or right. Pull both the Left/Right Trigger buttons simultaneously to stretch up.

USING THE CODEC

Press the Codec (BACK) button to use the Codec. Using the Codec can provide helpful assistance, such as information about new weapons and advice about what to do next.

Press the Action (Y) button to perform various actions such as opening doors and pulling switches. If something looks useable, try pushing the Action (Y) button and see what happens.



HATCHES

Face a hatch and press the Action (Y) button to grip the handle. Hold the Action (Y) button down to turn the handle and open the hatch. Tapping the Action (Y) button rapidly while turning the handle will open the hatch/door more quickly.



LOCKERS/BATHROOM DOORS

Stand in front of a locker or bathroom door and press the Action (Y) button to open the door. It is possible to hide inside by entering it and closing the door. Press the Action (Y) button once again to open the door and exit the locker.



ELEVATORS

1. Face the panel next to the elevator door and press the Action (Y) button to call the elevator. The elevator may take a while to arrive.
2. Standing in front of the control panel inside the elevator will cause the floor buttons to appear.
3. Select the desired floor using the left thumbstick and press the A button to activate the elevator.



CLIMBING/DESCENDING LADDERS

TANKER CHAPTER

Stand in front of or on top of a ladder and press the Action (Y) button to grip the ladder. Then use the left thumbstick to go up or down. After reaching a secure foothold, press the Action (Y) button again to let go of the ladder.

PLANT CHAPTER

Stand in front of or on top of a ladder and press the Action (Y) button to climb or descend.



ACCESSING NODES

Stand in front of a Node and press the Action (Y) button to access the Node.

- Nodes can only be accessed in Normal and Caution modes.

- Direct confrontation with enemy soldiers should be avoided whenever possible. However, there are times when it's impossible to escape a fight.

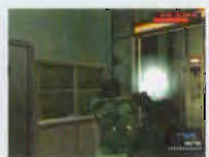


ATTACKING WITH A WEAPON

After equipping a weapon, press the Weapon (X) button to use that weapon. When using gun-type weapons, press the Lock-on (Y) button to lock on to a target.

HAND TO HAND COMBAT

Press the Punch (B) button to throw a punch. Repeatedly tapping the Punch (B) button will unleash a barrage of punches that will send enemy soldiers flying. After receiving enough damage from hand-to-hand attacks, enemy soldiers will lose consciousness. Punching with a weapon equipped gives the enemy more damage.



ATTACKING IN FIRST PERSON VIEW

It is also possible to attack using weapons or fists in First Person View. There are certain targets that can only be hit by attacking while in First Person View. It is also easier to aim for an enemy soldier's vital points in First Person View.

CHOKING:

With no weapon equipped, sneak up behind an enemy soldier and press the Weapon (X) button with the left thumbstick in a neutral position to grab the soldier's neck.

- It is possible to move around while gripping an enemy soldier by the neck (holding down the Weapon (X) button).
- While gripping an enemy soldier by the neck, repeatedly tap the Weapon (X) button to break the soldier's neck.
- While gripping an enemy soldier by the neck, if the soldier tries to escape, quickly press the Weapon (X) button to tighten the grip.



THROWING:

With no weapon equipped, hold down the left thumbstick and press the Weapon (X) button to throw an enemy.



DRAWING:

With no weapon equipped, stand near a fallen enemy soldier and press the Weapon (X) button to pick up the soldier's body. By continuing to hold down the Weapon (X) button and moving around, the body can be dragged to a different location. This is useful for hiding bodies so that they will not be discovered by the enemy.

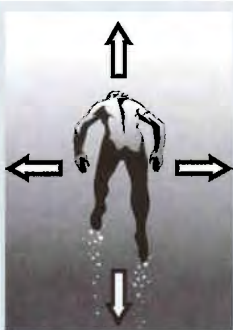


SURFACE CONTROLS:

Left Thumbstick: Move around
Punch (B) Button: Dive

**UNDERWATER CONTROLS:**

Left Thumbstick: Change direction
Right Thumbstick: Quick turn
Punch (B) Button: Swim. Tap repeatedly to swim faster. Hold down to swim slowly.
Crawl (A) Button: Quick stop (press near the bottom to stand)
Action (Y) Button: Hold breath (decreases speed at which O2 Gauge diminishes)

**WALKING WITH EMMA:**

Press and hold down the Action (Y) button near Emma to hold her hand and walk with her. While holding her hand, Emma will follow you wherever you go. If the Action (Y) button is released, Emma will stay in that location. While stationary, Emma's LIFE gauge will recover slightly.

- You cannot use weapons when holding her hand.



When the Blade is Equipped

SWINGING THE BLADE:

Press the right thumbstick up/down to slash up/down, and press left/right to swing the blade horizontally.

**ROTATING CUT:**

Rotate the right thumbstick in a full circle motion to execute a rotating cut.

**THRUST:**

Click and hold the right thumbstick to execute a thrust.

**GUARD:**

Press the Lock-on (Y) button to defend using the blade.

BLUNT STRIKE:

Press the Weapon (X) button once before swinging the blade to reverse the blade and execute a Blunt Strike. Attacking with a Blunt Strike will knock an enemy soldier out rather than kill him. Press the Weapon (X) button again when the cutting edge is in reverse position to bring it back to the normal position.

TAKING PICTURES: TANKER CHAPTER**OBJECTIVE**

Take 4 pictures of Metal Gear RAY and send them using the workstation.

- 1 shot each from the right hand side, left hand side, and front of Metal Gear RAY (3 separate shots)
- 1 shot of the "MARINES" insignia located somewhere on Metal Gear RAY

USING THE CAMERA

When the camera is equipped, the screen will switch to the camera's viewfinder. Press the Punch (B) button to zoom in and the Crawl (A) button to zoom out. Press the Weapon (X) button to snap a picture.

Any pictures taken will be displayed at the bottom of the screen in miniaturized format (up to 6 can be saved at once). Select where you want to save pictures with the Right Thumbstick.

**SENDING THE DATA**

Stand in front of the workstation at the end of the hangar and press the Action (Y) button to switch to the Data Transmission screen. If the 4 required pictures have all been shot correctly, all currently saved picture data will be erased when the terminal is accessed.

**BOMB DISARMAMENT: PLANT CHAPTER****OBJECTIVE**

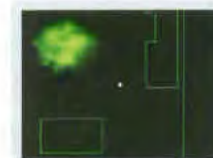
Sweep the perimeter of Big Shell and freeze the bombs planted on each strut.

FINDING THE BOMBS

Press the Pause (START) button to display the map. Some of the struts will be marked with a "B." These symbols indicate that there is a bomb planted somewhere inside that strut.



When Sensor A is equipped, areas in which a bomb has been planted will be displayed in yellow. Search for the bombs placed in each of these areas using either Normal View or First Person View.

**DISARMING THE BOMBS**

Freeze each bomb by spraying it with the coolant spray. When the coolant spray is equipped as a weapon, the screen changes to First Person View. Face a bomb and press the Weapon (X) button to use the spray. When the lamp on the detonator stops blinking, the bomb has been completely frozen.

- The character cannot move around while the coolant spray is equipped.



"Metal Gear Solid@2" features four different types of camera positions, making for a truly gripping tactical espionage experience. Using each camera view's individual features to full advantage is essential to completing the mission.

NORMAL VIEW:

The default camera angle shows an overhead view.

**CORNER VIEW:**

For hiding and scoping out the area. Flattening against certain corners and walls by holding the left thumbstick down will cause the camera's position to change.



- In certain places, the Left/Right trigger buttons can be used to peek left/right.
- The camera angle can be changed using the right thumbstick.

FIRST PERSON VIEW:

For making precise shots on a target or viewing areas outside the radar's scope. Clicking in the First Person View (left thumbstick) button will shift the camera to the player's perspective. The player's field of vision is represented on the radar by a green cone. Pull the left thumbstick while in First Person View to change the camera angle.



- Pull the Left/Right Trigger buttons to take one step left/right.
- Pull both the Left/Right Trigger buttons at the same time to stretch up.

INTRUSION VIEW:

For squeezing into narrow spaces.

Crawling into certain narrow spaces will cause the camera to shift to the player's perspective.

First Person View can also be accessed from Intrusion View by clicking in the First Person View (left thumbstick) button. You cannot move when in First Person View.



In the Plant Chapter, machines called "Nodes" are located in various locations throughout the interior of the floating "Big Shell" plant. By accessing one of these Nodes, various game options can be changed. The options that can be changed at a Node are the same as those in the OPTIONS menu.

NOTE: When a new area is first visited, the map for that area can be downloaded by accessing a Node. In difficulty levels NORMAL and higher, until the map for a new area has been downloaded, the radar cannot be used.

The name entry screen will appear the first time a Node is accessed in a game.

During the game, press the Codec (BACK) button to enter Codec mode. Use the Codec to converse with various support characters. These characters can help by providing valuable information and hints about puzzles and difficult situations that arise during the mission.

**1. ADJUSTING THE FREQUENCY**

Adjust the frequency by moving left and right on the left thumbstick.

2. BEGINNING TRANSMISSION

Press the A button to begin transmitting. If the frequency is incorrect, the message "There is No Response" will be displayed. Even if the selected frequency is correct, the person on the other end may not respond.

3. CHOOSING A RECIPIENT FROM THE MENU

Press down on the left thumbstick to display a memory window containing a list of all known Codec contacts. Choose a recipient with the left thumbstick and press the A button to begin transmission.

4. EXITING CODEC MODE

End all communications and press the Codec (BACK) button to exit Codec mode.

**SAVING THE GAME**

Save the game by contacting Otacon (during the Tanker Chapter) or Rose (during the Plant Chapter).

**RECEIVING CALLS**

When receiving a call from someone, the CALL sign will be displayed. Press the Codec (BACK) button while the CALL sign is being displayed to answer the call and begin communication. CALLs always contain crucial information. Be sure to answer them.

When you get a red CALL sign, you will be forced to receive the call and enter the Codec screen.

CALL SIGN FREQUENCY TABLE**TANKER CHAPTER**

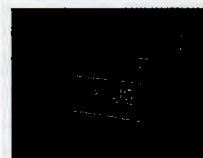
PERSONNEL	FREQUENCY	INFORMATION TYPE
Otacon	141.12	You can obtain explanations of controls and hints to proceed through the stages.
Otacon (Save channel)	140.96	You can save the game

TANKER CHAPTER

PERSONNEL	FREQUENCY	INFORMATION TYPE
Colonel	140.85	You can obtain explanations of mission objectives and controls, as well as hints to proceed through the stages.
Rose (Save channel)	140.96	You can save the game

PICKING UP ITEMS

Items are acquired by collecting Item Boxes. The contents of an Item Box can be inspected in First Person View mode. There are limits to how many of each type of item can be carried at once. When the limit for a particular type of item has been reached, additional items of that type may not be picked up. Attempting to do so will cause the message "FULL" to appear onscreen. Also, attempting to pick up ammunition for a weapon not currently in possession will cause the message "GET (weapon name) FIRST" to appear onscreen.

**EQUIPPING****EQUIP BUTTON:****ITEMS**

Left trigger button

WEAPONS

Right trigger button

Pull and hold either of the Equip buttons to display the Equip Window. Use the left thumbstick to select an item or weapon and release the Equip button to equip it. To remove equipment, select the "NO ITEM" icon.

•The arrangement of icons in the Item Window can be switched to a one-line style similar to the original "Metal Gear Solid®" by selecting "ITEM" from the "OPTIONS" screen.



The number displayed under an icon represents how many of that item are currently possessed.

For gun-type weapons, the number of shots remaining in the current magazine and the total remaining ammunition are displayed.

**QUICK CHANGE**

Pull the Left/Right trigger buttons (Item/Weapon) once quickly to execute a Quick Change, swapping the currently equipped item (Left trigger button)/weapon (Right trigger button) without having to open the Equip Window. There are two different types of Quick Change, as shown below.

UNEQUIP

Currently/most recently equipped weapon/item (switch between) Nothing equipped

PREVIOUS

Currently equipped weapon/item (switch between) Previously equipped weapon/item

•When selecting PREVIOUS, please first equip two or more different weapons or items to switch between before attempting to Quick Change.

•Quick Change type can be changed either at a Node or by selecting "OPTIONS" from the title menu, then "QUICK CHANGE".

Weapons available in the Tanker Chapter / Weapons available in the Plant Chapter.
Blue icons are non-lethal / wounding weapons.



M9: Uses anesthetic bullets, capable of knocking out an enemy. Press the Weapon (X) button to ready the gun and release to fire. Equipped with suppressor and laser sight.



USP: Handgun. Press the Weapon (X) button to ready the gun and release to fire. Equipped with laser sight. Gunshots can be muffled if a suppressor is found.



SOCOM: Handgun. Press the Weapon (X) button to ready the gun and release to fire. Equipped with laser sight. Gunshots can be muffled if a suppressor is found.



COOLANT SPRAY: Used to disarm bombs. Game will cut to First Person View when equipped. Aim with the left thumbstick. Press the Weapon (X) button to use the spray. The distance of the spray varies depending on how hard the Weapon (X) button is initially pressed.



STINGER MISSILE: Portable SAM missile launcher. Game will cut to First Person View when equipped. Aim with the left thumbstick. Press the Weapon (X) button to fire. Keep the target centered in the sight until the missile locks-on.



CHAFF GRENADE: Electronic jamming hand grenade. Renders electronic devices useless for a fixed period of time. Press the Weapon (X) button to ready, and release to throw. The distance of the throw varies depending on how hard the Weapon (X) button is initially pressed. The grenade explodes 5 seconds after it is readied.



HAND GRENADE: Hand-thrown anti-personnel fragmentation grenade. Press the Weapon (X) button to ready, and release to throw. The distance of the throw varies depending on how hard the Weapon (X) button is initially pressed. The grenade explodes 5 seconds after it is readied.



STUN GRENADE: "Flash-bang" hand grenade. Renders enemies unconscious for a fixed period of time. Press the Weapon (X) button to ready, and release to throw. The distance of the throw varies depending on how hard the Weapon (X) button is initially pressed. The grenade explodes 5 seconds after it is readied.

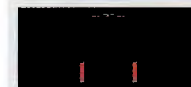


MAGAZINE: Empty firearm magazine. Press the Weapon (X) button to ready, and release to throw. The distance of the throw varies depending on how hard the Weapon (X) button is initially pressed. The noise can distract the enemy.

BOOK: Press the Weapon (X) button to put the magazine down. Can be used to divert enemy attention.



CLAYMORE: Directional land mine. Press the Weapon (X) button to set the mine. Will detonate if the player or an enemy enters its displayed range.



M4: Assault carbine. Press the Weapon (X) button to shoot. Hold down the button for full auto shooting.



AKS-74U: Assault rifle. Press the Weapon (X) button to shoot. Hold down the button for full auto shooting. Gunshots can be muffled if a suppressor is equipped.



C4: Plastic explosive. Press the Weapon (X) button to set the charge and press the Punch (B) button to detonate.



DIRECTIONAL MICROPHONE: Extremely sensitive microphone that can be aimed. Game will cut to First Person View when equipped, and sounds coming from the targeted direction can be detected.



PSG1: Sniper rifle. When readied, the view will switch to the rifle's targeting screen. Press the B button to zoom in and the A button to zoom out. Press the Weapon (X) button to fire. Your hand shakes less from a crawling position. The use of pentazemin stops shaking for some time.



REMOTE CONTROLLED MISSILE (NIKITA): Radio-guided missile. Press the Weapon (X) button to aim and release to fire. The camera view will change to the missile's perspective when aiming. After the missile has been fired, use the left thumbstick to guide it to its target. The missile cannot be controlled if the signal is being jammed. The missile can be controlled within limited distances only when used outside.



RGB6: Grenade launcher. Press the Weapon (X) button to aim, and release to fire. The grenade will travel in an arc-shaped path towards the target.



Some items may not be used under certain conditions. In this case, the words "NO USE" will be displayed on top of the item's icon.



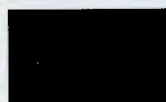
RATION: Standard-issue army ration. When used in the menu by pressing the A button, it will restore the player's Life by a fixed amount. When equipped, it will automatically be used to recover Life when the Life Gauge reaches zero.



BANDAGE: Adhesive pad used to stop the flow of blood. Press the A button in the menu to use it. Stops the flow of blood from open wounds.



CARD LV*: Opens doors of equal or lower security level when equipped. The security level of a door can be checked in First Person View.



CARDBOARD BOX: Equip the cardboard box to wear it as a hat. It is also possible to move around while wearing the cardboard box. There are several different types.



BINOCULARS: Binoculars with adjustable magnification. Used for long distance reconnaissance. Press the B button to zoom in and the A button to zoom out.



THERMAL GOGGLES: Night vision equipment. Used to maintain visual capability in dark areas by reading and displaying thermal differential patterns.



ANTI-PERSONNEL SENSOR: Sensor that detects living objects nearby. When equipped, will vibrate whenever an enemy soldier draws near. All other types of vibration are turned off while the sensor is equipped.



SUPPRESSOR: Equip a weapon that matches the suppressor (which is to be equipped first) in order to attach the suppressor to the weapon. The suppressor will not be effective unless attached to the weapon.

If the player character's (or partner's) life gauge drops to zero, the game ends. There are also certain traps in the game that instantly end the player's mission. After the game ends, the Continue screen appears.

CONTINUE

Continue the game from the last automatic Continue Point.

EXIT

Return to the title screen.

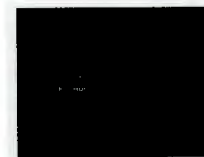
CONTINUE POINTS

"Continue Points" occur at crucial turning points in the progress of the game. These points include moving from one area to another, just prior to fighting bosses, and just before and after major events.

SAVE AND LOAD

SAVE

Saving the game is accomplished by communicating with certain characters over the Codec. The game's progress will be saved up to the last Continue Point.



TANKER CHAPTER

CONTACT PERSON	FREQUENCY
Otacon	140.96

PLANT CHAPTER

CONTACT PERSON	FREQUENCY
Rose	140.96

- Data will be saved onto the hard disk.
- At least 5 blocks of free space are required to save game data.

LOAD

Select "LOAD GAME" at the title screen to bring up the Data Selection screen, then select a data file to continue the game from the last saved Continue Point.

Adjust various game settings

VIBRATION

Turn controller vibration on/off

RADAR

Select the radar type.

TYPE 1: For novices. Displayed in Intrusion Mode.

TYPE 2: Default radar. Not displayed in Intrusion Mode (just as in the previous game).

OFF: No radar.

BLOOD

Turn blood effects on/off

SE

Adjust the sound effect volume.

MUSIC

Adjust the music volume.

CAPTION

Turn captions on/off.

CONTROLS

Choose from among 4 different control types.

OWN VIEW

Change the function of the left thumbstick in First Person View mode.

NORMAL: Pressing the left thumbstick up and down will move the camera in the same direction.

REVERSE: Pressing the left thumbstick up and down will move the camera in the opposite direction.

ITEM WINDOW

Change the Item Window's display type.

GROUP: Items of the same class will be lined up.

LINEAR: All items will be lined up.

QUICK CHANGE

Change the type of Quick Change used for items and weapons.

COLOR ADJUSTMENT

Adjust the television's brightness setting to fit the game's color scheme.

•The COLOR ADJUSTMENT option cannot be used if the television set does not have a brightness control.

WHAT ARE "DOG TAGS"?

"Dog tags" are ID badges worn by soldiers so that they can be identified if killed on the battlefield. Information such as name and blood type is engraved on the tags.

ACQUIRING DOG TAGS

Enemy soldiers can be "held up" by sneaking up behind and sticking a gun in their back.

In First Person View, searching an enemy soldier's head or waist while his hands are up will reveal a dog tag Item Box.

•Enemy soldiers who are carrying dog tags will show a telltale flash of light around their necks when held up. Equip the Thermal Goggles to determine whether a soldier is carrying dog tags.

WHEN DOG TAGS ARE POSSESSED

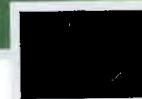
When one or more dog tags are in possession, a dog tags icon will be included in the Equipment icons.

DOG TAG ICON: Total number of dog tags currently possessed

The number of dog tags collected so far is recorded in saved game data. As more dog tags are collected, bonus elements will be added to the game.

NOTE: Whether or not a certain enemy soldier is carrying dog tags is determined by the game's difficulty setting. To collect all the dog tags in the game, all difficulty settings must be completed.

NOTE: The names engraved on the dog tags are the names of the game's staff as well as the winners of the "Name Recruitment Contest" held on Konami Computer Entertainment Japan's web site from March to June 2001. There are also other, rarer dog tags to be found...



Select SPECIAL at the Title Menu to see various extra goodies. The number of selectable items will increase as you progress through the game.

BASIC ACTIONS

Select this option to view a movie explaining some of the basic actions, controls, and effects used in the game.

PREVIOUS STORY

Select this option to view a summary of the story of the previous game, "Metal Gear Solid®".

PHOTO ALBUM

If there is photo data stored on the hard disk, select this option to view the photos, change the names attached, and adjust the color scheme (RGB values).

1. PHOTO TITLE
2. PAGE NUMBER

•Switch pages using the Lock-on/First Person View buttons or left/right on the directional pad.

3. THUMBNAIL VERSION OF PHOTO

- PUNCH (B) BUTTON:** EDIT MODE
- TITLE** Change photo title
- COLOR** Color adjustment mode
- FIRST PERSON VIEW BUTTON:** Full-screen mode

DOG TAG VIEWER

Select this option to view a list of all the dog tags (ID badges) collected so far from enemy soldiers during the game.



The digital camera is a special kind of equipment.

When the digital camera is equipped, the screen will switch to the camera's viewfinder. Press the Punch (B) button to zoom in and the Crawl (A) button to zoom out. Press the Weapon (X) button to snap a picture.



Up to 100 pictures can be stored on the hard disk (Required space: 5 blocks per picture).

Picture data taken with the digital camera can be viewed by choosing "SPECIAL" at the title menu, then "Photo Album" (see the "SPECIAL" section).





HOLD-UPS

With a gun equipped, sneak up behind an enemy soldier's back and press the Weapon (X) button lightly to stick the gun in the enemy's back and perform a hold-up. The soldier will be unable to attack while his hands are raised, but he will take advantage of any opening to turn the tables.



SHAKEDOWN

With no weapon equipped, stand next to an unconscious or sleeping enemy soldier and press the Weapon (X) button to pick the body up. Release the button to drop it. Doing this repeatedly will sometimes cause the soldier to drop an Item Box.



TACTICAL RELOAD

Pausing to reload a weapon in the middle of a battle leaves one defenseless against enemy attack. Avoid running out of ammunition during a firefight by pulling the Weapon menu (Right trigger) button twice quickly to replace the magazine before it runs out of ammo.



STRAFING

Equip a handgun or assault rifle-type weapon and hold the Lock-on (Y) button down to run and shoot at the same time.



JUMP-OUT SHOTS

While in Corner View, equip a gun and press the Weapon (X) button to jump out firing. Use this technique to quickly launch a surprise attack from a hiding place. Grenade-type weapons can be thrown while peeking around the corner.

WHEN SOMEONE CALLS, BE SURE TO ANSWER

When receiving a CALL from someone, the CALL sign will appear onscreen. Press the BACK button while the CALL sign is being displayed to answer the CALL and begin communication. CALLs can provide useful information such as explanations of game controls, gameplay hints, and details about the mission. When the CALL sign is red, you will automatically receive the CALL. Even if the CALL sign is green, always be sure to answer.



AVOID BATTLES WHENEVER POSSIBLE

In a battle situation, enemy soldiers will call for backup and attack in full force. Even if the player somehow manages to survive a battle against overwhelming odds, the damage incurred will probably be severe. Be as stealthy as possible to avoid being discovered by the enemy.

- Make good use of the radar as well as Corner View and First Person View modes to sneak behind the enemy's back and escape detection.

Whenever possible, find a place to hide and let patrolling enemy soldiers go past.



USE WHATEVER ITEMS YOU CAN FIND

The only way to acquire the weapons and equipment necessary to complete the mission is to pick them up along the way. Items are often hidden in lockers and under tables. If something looks suspicious, take a closer look.

- Some hidden items can only be discovered in Corner View/First Person View modes.

BLOOD LOSS

When your Life Gauge is low, it becomes orange. You will not stop bleeding and your life will keep on diminishing. To stop blood loss, use the item "Bandage" or crouch or assume crawl position for a while.



USE THE TRANQUILIZER GUN TO PUT ENEMIES TO SLEEP WITHOUT A FIGHT

The Tranquilizer Gun, found during the course of the game, can put enemy soldiers to sleep. Use the Tranquilizer Gun to put enemy soldiers out of commission without having to fight.

The timer displayed above a sleeping soldier's head indicates the remaining time until the soldier wakes up. The timer decreases over time, and when it reaches zero, the soldier regains consciousness.

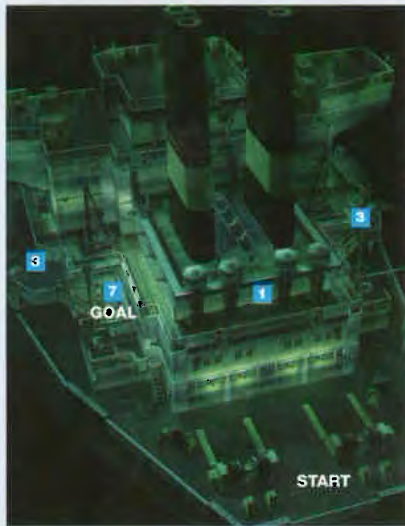
- On VERY EASY difficulty, the player begins the game equipped with an M9 rifle modified for tranquilizer rounds (Plant Chapter)

- By using tranquilizer rounds, it is possible to complete the game without killing a single person, including boss enemies.



TANKER CHAPTER (USING NORMAL DIFFICULTY SETTING)

INITIAL OBJECTIVE



The objective of the Tanker Chapter is to obtain photographic evidence of the new, top-secret Metal Gear model. Your first task is to sneak into the inner part of the tanker to discover its purpose and its final destination.

1. USE THE M9 (TRANQUILIZER GUN) TO PUT THE ENEMY SOLDIER TO SLEEP

First, put the enemy soldier guarding the deck of the tanker to sleep. The time needed for a tranquilizer dart to take effect depends on where it strikes the target. Hitting an enemy soldier in the head or in the region of the heart will instantly put him to sleep. To achieve this level of precision, push and hold down the left thumbstick to make your shot in First Person View.

2. EXAMINE THE RADAR

The radar displays not only the locations of enemy soldiers, but also their respective field of vision. Use the radar to avoid entering the enemy's field of vision. You can even sneak right up behind an enemy soldier's back as long as you stay out of the soldier's field of vision.

3. PICK UP THE ITEM BOX; KEEP THE RATION EQUIPPED

Pick up the Item Box lying on the deck to obtain a Ration. Rations are very useful items. When equipped, they automatically restore health when the Life Gauge drops to zero. Beginners should keep the Ration equipped as their default item, just in case.

4. MASTER THE USE OF CORNER VIEW

Flattening against the wall will cause the camera to switch to Corner View, allowing you to peek around corners and observe the movements of enemy soldiers outside of radar range. While in Corner View, use the right thumbstick to change the camera angle and pull the Left/Right Trigger buttons to take one step left/right. Use these techniques to scope out the surrounding area without being seen.

5. IF THE ENEMY FINDS YOU

If enemy soldiers discover you, they will radio for backup and attack. Avoid direct confrontation as much as possible and find a safe place to hide from the enemy. If an enemy's attack draws blood, use a bandage to stop the bleeding immediately or you will leave a telltale trail of blood behind you.

6. SHAKE DOWN THE BODIES OF SLEEPING ENEMY SOLDIERS

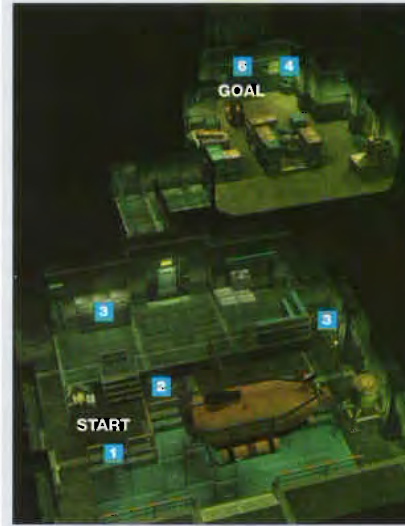
With no weapon equipped, stand next to a sleeping enemy soldier and press the Weapon (X) button to pick the body up. Release the button to drop it. Doing this repeatedly will sometimes cause the soldier to drop an Item Box.

7. OPEN THE HATCH AND PROCEED INSIDE THE TANKER

Stand in front of the hatch and press the Action (Y) button to grip the handle. Continue to hold the button down to turn the handle and open the hatch. This is not the only entrance to the inside. Look for other entrance(s) yourself.

PLANT CHAPTER (USING NORMAL DIFFICULTY SETTING)

INITIAL OBJECTIVE



In the Plant Chapter, Raiden's mission is to rescue the President and disarm the enemy. Your first task is to rescue the President.

1. BECOME FAMILIAR WITH THE CONTROLS

There are no enemy soldiers stationed at the Insertion Point, where the mission starts. Use this place to get used to the various game controls. Move around the room and talk to the Colonel in different locations, such as in the water or in front of the locker, to receive instructions on how to perform various actions.

2. SQUEEZE INTO TIGHT SPACES BY CRAWLING

Narrow spaces you can't fit into while standing can sometimes be entered by crawling. Press the Crawl (A) button to squat, then move the left thumbstick to begin crawling. To stand back up, press the Crawl (A) button once again.

3. PICK UP THE ITEM BOXES

To pick up the item Box, you'll have to crawl into the duct. There is also an Item Box hidden in the locker. Stand in front of the locker and press the Action (Y) button to open the locker.

4. ACCESS THE NODE TO ACTIVATE THE RADAR

In the Plant Chapter, the radar cannot be used in a new area until the map has been downloaded from a Node inside that area. In this case, it's best to access a Node while the enemy soldier is unconscious. Stand in front of the Node and press the Action (Y) button to access it.

5. IF THE ENEMY FINDS YOU...

When you access the Node, the unconscious enemy soldier will begin to revive. Quickly find a place to hide. If you are discovered by the enemy soldier, rush back to the Insertion Point and hide in the locker, the duct, or the pool to escape.

6. GET INTO THE ELEVATOR TO PROCEED

Once Caution mode has been lifted, the elevator will descend. Use the radar to make sure the enemy can't see you, and sneak into the elevator to proceed.

NOTE: The elevator will not start moving when you are in Alert Mode.

Real name: Hal Emmerich. Formerly the leader of the Metal Gear REX development project, but since the Shadow Moses incident, he has joined with Snake to form "Philanthropy," an organization dedicated to destroying Metal Gear in all its forms.



OTACON



EMMA EMMERICH (E.E.)

Otacon's stepsister and a genius in the field of computers.



OLGA GURLUKOVICH

Sergei's daughter. Shows great potential as a soldier, and has been raised in Sergei's army as one of its soldiers since she was a small child.



REVOLVER OCELOT

A former member of FOXHOUND. Lost his right arm in a clash with Snake during the Shadow Moses incident. A gun fanatic who prefers revolvers, he is also known as an expert in torture.



ROSEMARY

Raiden's girlfriend. She is employed by the army as a data analyst, and supports Raiden in his mission by saving mission data via the Codec.

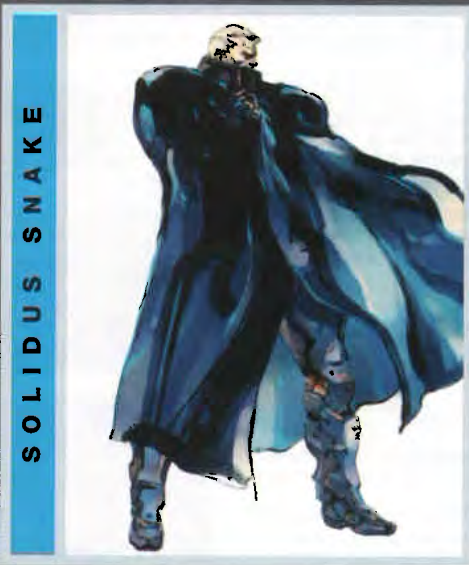


COLONEL

Strategic commander of the FOXHOUND special forces unit. Commands the mission to infiltrate the Big Shell, and supports Raiden over the Codec.

DEAD CELL

A SEAL anti-terrorist unit. They are the core members of the terrorist group "Sons of Liberty" that took over the Big Shell.



SOLIDUS SNAKE



FORTUNE



VAMP



FATMAN

MISSIONS mode is composed of VR MISSIONS, which offer infiltration training in a virtual-reality environment, and the more realistic ALTERNATIVE MISSIONS, which take place in actual game stages.



REGISTER PLAYER

Register a new player.

• Only used when playing for the first time.



SELECT CHARACTER

Select either Raiden or Snake. Raiden's stages are designed to be relatively easy compared to Snake's. As more and more missions are completed using Raiden and Snake, additional characters will become available.



SELECT MISSIONS

Choose between VR MISSIONS and ALTERNATIVE MISSIONS.

SELECT MODE

Select the play mode. The available play modes and stages are different for each character.

STAGE RESULTS

When a stage is completed, a score is calculated based on the amount of time taken and the number of shots remaining.

SAVE

Save MISSIONS mode data, including mission progress (stages available and stages completed) and total scores for each stage (At least 5 blocks of free space is required to save data.)

VR MISSIONS

(SNEAKING MODE)

- ├── **SNEAKING** (Reach the exit without enemy detection)
- └── **ELIMINATE ALL** (Eliminate all enemies without enemy detection)

(WEAPON MODE)

- ├── **HANDGUN** (Practice your proficiency with the handgun)
- ├── **ASSAULT RIFLE** (Practice your proficiency with the assault rifle)
- ├── **C4/CLAYMORE** (Practice your proficiency with C4/CLAYMORE)
- ├── **GRENADE** (Practice your proficiency with grenades)
- ├── **PSG-1** (Practice your proficiency with the PSG-1)
- ├── **STINGER** (Practice your proficiency with the STINGER)
- ├── **NIKITA** (Practice your proficiency with the NIKITA)
- └── **HF. BLADE or NO WEAPON** (Practice your proficiency with the HF. BLADE or your own hands)

(FIRST PERSON VIEW MODE)

Practice missions entirely in first person view.

(VARIETY MODE)

Practice a wide variety of mission objectives.

ALTERNATIVE MISSIONS

(BOMB DISPOSAL MODE)

Disarm bombs within the time limit.

(ELIMINATE MODE)

Eliminate all enemies within the time limit.

(HOLD UP MODE)

Hold up all enemies without being detected.

(PHOTOGRAPH MODE)

Take specific photographs within the time limit.

VR MISSIONS

Virtual reality infiltration simulation training. Except for the First Person View Mode, controls are the same as for the main scenarios. Objectives differ with each VR Training Mode.



SNEAKING MODE

SNEAKING

Reach the goal without being detected by the enemy soldiers. The training session ends if the player is discovered.

ELIMINATE ALL

Eliminate all the enemy troops to clear the stage. It is not necessary to eliminate reinforcement troops.

Enemy troops can be killed, knocked out or tranquilized. The training session ends if the player is discovered.

WEAPON MODE

Targets: There are two main types.



NORMAL (BLUE)

Destroyed with a direct hit. All targets must be destroyed to clear the stage. In the same way the handgun is registered, points are awarded based on the position.



EXPLOSIVE (ORANGE)

Explodes when hit. All targets must be destroyed to clear the stage. Damage is incurred if the player is too close to the explosion.

Other targets: These objects do not have to be destroyed to clear the stage.



Panel

Can be destroyed with weapons.



Negative Points (Red)

Reduces player's point total when hit.



FIRST PERSON VIEW MODE

Accomplish different objectives in First Person View Mode to clear the levels. The controls are different from the standard controls. To set and check the controls, go to the CONTROLS option on the stage selection screen.



VARIETY MODE

Special training mode with a variety of objectives. This mode cannot initially be accessed. Clear all the other VR Training Modes with Raiden and Snake to enable the Variety Mode.

These missions are more realistic, taking place in actual stages taken from the game. The basic rules and controls are the same as in the regular game, but the objectives vary depending on the mode and each individual stage may have any of a number of preset conditions.



BOMB DISPOSAL MODE

In this mode, the goal is to locate all bombs placed within the area and freeze them. Some bombs are cleverly hidden; use First Person View to find them. When all bombs have been frozen, the stage is automatically completed.



ELIMINATE MODE

In this mode, the goal is to defeat all enemy soldiers. Soldiers may be defeated by killing them, knocking them out, or putting them to sleep. When all enemy soldiers have been defeated, the stage goal appears.



HOLD UP MODE

In this mode, the goal is to hold up all enemy soldiers. Once a soldier has been held up, he disappears from the stage. Accidentally killing a soldier will automatically end the mission in failure. If a soldier is put to sleep or knocked out, it will be necessary to wait until he recovers. When all enemy soldiers have been held up, the stage goal appears.



PHOTOGRAPH MODE

In this mode, the goal is to use the digital camera to capture specific photos within the time limit. Search the area for the photo/image that needs to be captured. If the correct photo is taken, the stage is automatically completed.

SNAKE TALES is a set of 5 stories featuring Snake as the main character.



1. SELECT STORY

Select one of the five stories to play.



2. TALES SCREEN

This screen displays a list of objectives based on the current situation. Complete these objectives to advance through the story.



3. SAVE

To save the game, press the Back button at the Tales screen to bring up the Save screen. At least 5 blocks of free space are required to save data.

NOTE: You can not save your progress during the actual game.

4. LOAD

Select LOAD at the initial SNAKE TALES menu to bring up the Data Selection screen. Select a data file to continue playing from the point at which the file was saved.

After completing the original "Metal Gear Solid@2", a "CLEAR CODE" will appear on screen. This "CLEAR CODE" includes various game information such as overall play time, number of shots fired and number of times the player was discovered by the enemy. Also, each stage in MISSIONS has its own "TOP RECORD CODE" that appears after achieving the top total score on that stage. This information can be reviewed by visiting Konami Computer Entertainment Japan's website site and entering the "CLEAR CODE" or "TOP RECORD CODE." Konami Computer Entertainment Japan also plans to hold special events on its web site using the "CLEAR CODES" and "TOP RECORD CODES." Please visit the Konami Computer Entertainment Japan homepage for more details:

www.konamijpn.com/mgs2_sub/

▪Unscheduled events and changes to planned events may occur. Thank you for understanding.