METAL GEAR ACID™

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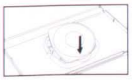
KONAMI

PRECAUTIONS

This disc contains game software for the PSP™ (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP™ system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.



Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.

Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Avoid playing when tired or suffering from lack of sleep. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: dizziness, altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

PIRACY

The PSP™ system and this disc contain technical protection mechanisms designed to prevent the unauthorised reproduction of the copyright works present on the disc. The unauthorised use of registered trademarks or the unauthorised reproduction of copyright works by circumventing these mechanisms or otherwise is prohibited by law.

If you have any information about pirate product or methods used to circumvent our technical protection measures please email **anti-piracy@eu.playstation.com** or call your local Customer Service number given at the back of this manual.

PARENTAL CONTROL

This PSP™ (PlayStation®Portable) Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP™ system to restrict the playback of a PSP™Game with a Parental Control Level that is higher than the level set on the PSP™ system. For more information, please refer to the PSP™ system Instruction Manual.

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PAN EUROPEAN GAMES INFORMATION (PEGI) AGE-RATING SYSTEM

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty.
Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:-

The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:-

VIOLENCE BAD LANGUAGE FEAR SEXUAL CONTENT DRUGS DISCRIMINATION

For further information visit http://www.pegi.info

PARENTAL CONTROL LEVEL

This game is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the game package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18+
7	16+
5	12+
3	7+
2	3+

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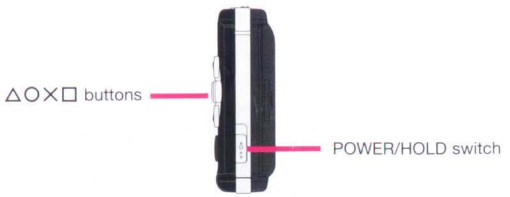
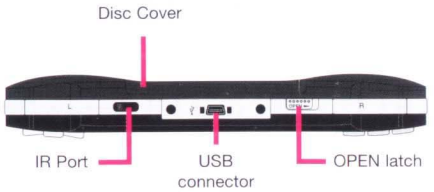
Thank you for purchasing Metal Gear Acid™ from Konami. Please read this manual thoroughly before playing the game.

Also, please keep this manual in a safe place so you can refer to it easily later.
(Note: Konami does not re-issue manuals.)

Konami is continuously striving to improve its products. As a result this product may differ slightly from another depending on the Purchase date.

SETTING UP





Set up the PSP™ system according to the instructions in its instruction manual. Turn the PSP™ system on and the POWER indicator will light up green. The Home Menu will be displayed. Press the OPEN latch to open the disc cover. Insert the Metal Gear Acid disc with the label side facing the rear of the PSP™ system and then securely close the disc cover.

Select the icon from the Home Menu and then select the icon. An image of the software will be displayed. Select the image and press the × button to commence loading.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished product.

MEMORY STICK DUO™

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of the PSP™ system. Saved game data can be loaded from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved game data.

SETTING UP

PSP™ handheld entertainment system configuration

WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP™ systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).

AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP™ systems to communicate directly with each other.

GAME SHARING

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP™Game in their PSP™ system.

INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP™ system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP™ system Instruction Manual.

INTRODUCTION

USE YOUR BRAIN TO GET THROUGH ACID.

Introducing Metal Gear Acid - a turn-based strategy game born from the ultimate stealth game, Metal Gear. Familiar characters and items from the series have been packed into over 200 cards. Consider each card's special features, and how to combine them to carry out elaborate missions. This is a brand new type of stealth game created from an entirely unique perspective.

STEALTH GAME (OBJECTIVES)

Infiltrate enemy facilities to carry out covert operations. If an enemy soldier discovers you, he will call for reinforcements and attack. Make sure to avoid unnecessary combat as often as possible.

CARD GAME PREPARATION

Over 200 cards are available, including familiar faces and items from previous games in the Metal Gear series. Keep the special features and combination possibilities of each card in mind to prepare the optimum deck for various situations.

STRATEGY GAME (EXECUTION)

Use the cards compiled in your deck to control your characters. Consider the location of enemy soldiers and take your cards into account to develop the ideal plan of attack.

GAME CONTROLS

DURING MISSION

Analog stick	Change View
L button	Change Camera Angle
R button	Change Camera Angle
△ button	Aerial View / Change to Quick Mode
○ button	Confirm
□ button	View Card Details (when a card is selected)
✕ button	Open Command Menu (END / PUNCH / DISCARD / KNOCK / SYSTEM)
Directional buttons	Move Cursor
	Select Cards and Commands

Note: Press the L button, R button, and ✕ button simultaneously to skip dialogs.

INTERMISSION

△ button	Change Deck (when editing deck)
○ button	Confirm
□ button	View Card Details
✕ button	Cancel
Directional buttons	Select Cards and Commands

The year is 2016. The place...
...somewhere over the United States.

Flight 326, a jumbo passenger jet flying at 35,000 feet, has been hijacked – perpetrator unknown. The plane is laden with vecuronium bromide – a muscle relaxant which can be fatal to humans if ingested in excess. All 517 passengers aboard Flight 326 have been paralyzed by the noxious vecuronium fumes and rumor has it that Senator Hach, a major presidential candidate in the upcoming elections, is sitting among them.

The setting changes to Lobito Island in the Moloni Republic – a small country situated in the southern part of Africa. Lobito Physics and Chemistry Lab facilities located there are being guarded by an unknown militia group. One man can be seen standing at the island's shores.

That man is none other than Solid Snake.

The hijacker of Flight 326 has demanded one thing – the prompt delivery of "Pythagoras." The U.S. government ran a criminal investigation on the hijacker, as well as a hunt for the meaning of the word "Pythagoras," only to find out it is the name of a research project being conducted on Lobito Island.

The Moloni government refused to cooperate with the U.S., insisting that foreign governments have no right to get involved in their country's internal affairs. Having lost patience with uncooperative Moloni Republic officials, the U.S. government dispatched an HRT special forces unit to the island to investigate. The unit was then attacked by a militia group stationed there, setting the entire mission in jeopardy and cutting off all communications. Ironically, this incident provided the perfect opportunity to uncover the details of the top secret research being conducted at Lobito Physics and Chemistry Lab.

In desperation, the U.S. government had no other option but to call on one of their retired agents – that agent being none other than the legendary mercenary, Solid Snake.

The hijacker's patience is running thin and time is running out. The search for answers takes place within a secret research facility on the remote island of Lobito – where things aren't always as they seem. Solid Snake accepts his calling in a fresh, new fight for justice.

STARTING THE GAME

1 Insert the PSP™ Game into your PSP™, then turn it on with the power / hold switch.
2 Wait a moment for the game to load and for the Konami logo and title screen to be displayed.
3 Press the start button at the title screen to access the Main Menu. Press the up/down directional buttons to select an option at the Main Menu, then press the ◉ button to confirm your choice.

New Game	Launches a new Metal Gear Acid mission.
Load Game	Allows you to load game data to continue playing a saved game.
Continue	Allows you to continue playing from the point you saved during a mission.
Options	Allows you to set Message Speed in the Options Menu.
Password	Allows you to input a password.

GAME OVER

If all characters are incapacitated during gameplay (LIFE gauges are reduced to zero), then the game ends.

Exit — Press any button to return to the Intermission Screen.

SAVE//LOAD

SAVE

There are two ways to save data: On the command menu, which is accessible during a mission and "Save Game" which is offered at the Intermission screen. Only one area can be saved during a mission, but up to ten areas can be saved with the "Save Game" option.

A "Memory Stick Duo™" or "Memory Stick PRO Duo™" is required in order to save game data. At least 448KB of memory to save during a mission and at least 128KB of memory for "Save Game" must be available. "Memory Stick" is a registered trademark of Sony, Inc.

LOAD

Choose "Load Game" at the Main Menu to enter the Data Select Screen. Select the data you would like to load, and then press the ◉ button to confirm.

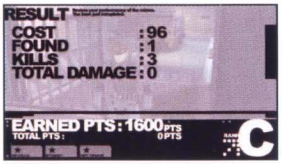
GAME FLOW

INTERMISSION Purchase cards, modify your deck, and choose a map.

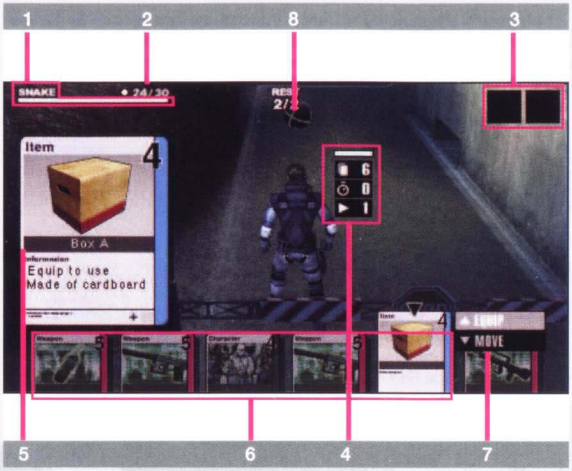
START MISSION Once a map is chosen, your mission objective is displayed and the mission begins.

MISSION Fulfill mission objectives and requirements with the player's character(s) in order to clear a mission.

MISSION ACCOMPLISHED After clearing a mission, you are taken to the Mission Accomplished screen where results are displayed and points/cards are obtained.



THE GAMEPLAY SCREEN (DURING A MISSION)



1 **Life Gauge**
When a player's Life Gauge is reduced to zero, he/she becomes incapacitated.

2 **Cards in Deck**
Displays the remaining number of cards in the deck over the amount of cards in a full deck.

3 **Equipment Display**
Equipment being used is displayed with an icon.

4 **Situation Window**
Shows the player's life gauge, the current number of cards in hand, current cost, and order.

5 **Card Window**
Displays currently selected card.

6 **Cards in Hand**
Displays cards currently in hand.

7 **Card Use Selection Window**
Determines card to be used and how it will be used.

8 **Cursor Ball**
Indicates the selected character block a player's character will move to.

HOW CARDS WORK

The player's character(s) advance through the game in a turn-based manner. Each character must wait for his/her turn in order to perform an action with cards or by other means. When a character's turn is over, the next character's turn begins.

ACQUIRING CARDS

There are three main ways to get cards.

1 Collect them from Item Boxes or weapons placed throughout the map.
2 Get them at the Results screen after completing a mission.
3 Purchase them at a Card Shop (see page 29).

After obtaining cards, they are temporarily added to your Stock.

COST

The Cost of actions performed with cards or by other means is added up during a character's turn. An action's Cost measures the amount of time consumed to perform it. The larger an action is, the larger its Cost. A number in the upper right corner of each card indicates the amount of Cost consumed when used. Actions that don't require cards also consume Cost: PUNCH has a Cost of 4, DISCARD has a Cost of 6, and even when refraining from any action and choosing END, there is a Cost of 4. The KNOCK action can be executed without consuming any Cost. It's your character's turn again once Cost reaches zero.

HOW CARDS WORK

CARD TYPES

Cards are divided into five basic types.

- **Weapon Cards:** Use or Equip these cards to attack your enemies.
- **Action Cards:** Weapon Cards that are being used with, or have been equipped with these cards, provide additional support to an attack or other action.
- **Support Cards:** Provide additional support to defence-related actions or other actions.
- **Item Cards:** Provide additional support to recovery-related actions or other actions.
- **Character Cards:** Characters who have appeared in previous Metal Gear titles.

CARD INFORMATION

The following information is displayed on each card.

1 **Card Type:** A card's type is indicated by category and colour.
2 **Card Name:** A card's name.
3 **Card Info:** Shows how to use the card and explains its effects.
4 **Card Cost:** The amount of Cost consumed if the card is used.
5 **Card Reality:** Determines the card's probability of appearance at a Card Shop.

USING CARDS

Characters in this game are controlled by using the cards in their hands to perform various actions. Cards are dealt to a character's hand from a deck compiled during Intermission (see page 29). Two new cards (six maximum) are dealt to a player character each time his/her turn begins. The standard number of usable cards per turn is two or three, depending on the user's character. When the deck is reduced to zero cards, the same cards are reshuffled and the deck is refilled (reshuffling consumes 10 Cost).

When selecting a card from your hand with the left/right directional buttons, determine how to use it at the card's Use Selection screen.

Move	A range of movement is displayed, and you can move the character within that range.
Use	Effects of the selected card are activated at the spot where your character is positioned.
Equip	Equipping a card either activates the card's effects or enables a card's effects to be activated when overlapped with an Equip Icon.

USING CARDS

MOVE

Choose MOVE at the card's Use Selection screen to display the character's range of movement and to move the character within the highlighted blocks. When arriving at the destination block, you must decide which direction the character will face, and whether he/she should stand or crawl. The MOVE command is then brought to an end. Most cards enable the character to move a maximum of three blocks, but cards that only contain MOVE properties can be used to move the character four or more blocks.

Note: When using a regular card to move, the Cost displayed on the card is added to the total. If the situation allows any of the cards to be used for movement, your best bet is to use the ones with the lowest Cost.

USE

When selecting USE at the card's Use Selection screen, the effects described on the selected card are activated at the spot where your character is positioned.

EQUIP

When choosing EQUIP at the card's Use Selection screen, the Equipment screen is displayed and you must decide on how to equip. There are two ways to do this: a card that can be equipped is used by itself or it can be used to overlap an equipped icon to be activated.

EQUIPMENT

Choose EQUIP to display the Equipment Menu. At the beginning of the game, it is possible to equip up to two items at once. However, as you advance through the game, your character finds cards that can increase the equipment capacity. Weapons and items can be equipped simultaneously up to the maximum equipment capacity. Cards that can be equipped can be used as explained on the following page.

Equipping Cards (Non-Weapons)

Some Item Cards and Support Cards can be equipped. When equipped, these cards' effects are activated for a certain amount of time or activated when your character is attacked, etc.

Equipping Cards (Weapons)

When equipping a Gun Card (a type of Weapon Card), you must equip a Weapon Card with bullets of the same caliber along with it in order to fire the gun. In this case, Cost from the Bullet Card is added to the total Cost.

Equipping Cards (Support)

Opting to equip Action Cards and some Character Cards may provide additional effects when firing a gun. Stacking these cards on an Equipment Icon and firing a gun during the same turn activates their effects.

Interference

When a Weapon Card, Item Card, etc. is equipped, its Power and Activation Probability changes depending on the place it's used or the cards placed next to it. The following changes occur depending on the colour indicated at the top, bottom, left, and right of equipped icons.

Red	Affects the card next to it with: ATK +10 DEF -10
Blue	Affects the card next to it with: ATK -10 DEF +10
Green	Affects the card next to it with: Reaction Activation Probability +10% ATK -5 DEF -5

Reaction

Some Weapon Cards or Item Cards that have been equipped are activated when your character is attacked by an enemy. This is called "Reaction." After the card is activated, it is classified as a used card and can only be used again when the deck is reshuffled. If an enemy attacks your character when he/she is equipped with a Weapon Card, and the card's Reaction is activated, it may be performed on the enemy. In that case, it is referred to as a "Counter" attack. In some cases a Counter will be countered, and that Counter will be countered as well. This may continue for a while resulting in a chain of Counter attacks. When a Reaction occurs, no Cost is factored into the total Cost. The Reaction Activation Probability is displayed as "REA: %."

NON CARD BASED ACTIONS

ACTION MENU

After arriving at the destination block, selecting a direction to face, and satisfying any requirements according to the situation, your character has a number of actions to choose.

Stay	Remain standing or crawling, depending on which position your character was in.
Crawl	Change from a standing position to a crawling position.
Stand	Change from a crawling position to a standing position.
Flatten	Edge up to a wall.
Ladder ↑	Climb up a ladder.
Ladder ↓	Climb down a ladder.
Hang	When a Hang Card is equipped, a Hanging option appears when your character is positioned on certain blocks that allow it.
Return	Change back to normal from the HANGING action.
Drop	Let go of a rail, etc. and drop down from the HANGING position.

NON CARD BASED ACTIONS

CRAWL

Crawling allows your character to hide under various obstacles and makes him/her more difficult for the enemy to find. Moving in a crawl position takes twice as much time as moving in a stand position.

HANG

When equipped with a Hang Card, select the Hanging option, which is only available if positioned where it is possible to hang from the outside of a rail (consuming 30 Cost). You can then elude the enemy by hanging down and out of sight. Select RETURN to go back to a normal position, or select DROP to let go of the rail and drop down to another block. Note that when equipped with an Elude Card and performing the ELUDE action, your character automatically drops from the rail after a time Cost of 30 elapses.

COMMAND MENU

Press the ⊗ button during your turn to open the Command Menu. The following options are available.

End	This ends your turn. Ending a turn without performing any actions still consumes 4 Cost.
Discard	Select this to exchange unnecessary cards. This can only be done when no actions are performed with cards.
Punch	Use this to punch an enemy, causing him to stumble and lose a card.

NON CARD BASED ACTIONS

Knock Choose this to tap on a wall and make noise. This action can be used to lure enemy soldiers.

System Select this option to open the System Menu. At the System Menu you can save or go back to the Intermission Screen.

SYSTEM MENU

Select SYSTEM from the Command Menu to open the System Menu and display the following options.

Save Save game data and return to the Title screen.

Return to Intermission Allows you to return to the previous Intermission screen.

QUICK MODE

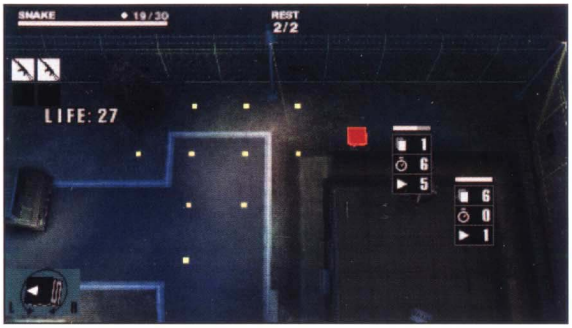
When an enemy soldier is considering his next move, press the △ button to speed up his turn. When this is done, ▶▶ is displayed on-screen. Quick Mode is a useful way to quickly switch back to the character's turn. Press and hold the △ button down to also skip over the character's turn. This function is ideal for when you would like to speed up time.

CAMERA MOVEMENT

Press the L button or R button during your turn to toggle the camera view. Move the analog stick to control the direction of the camera.

AERIAL CAMERA VIEW

Press the △ button during your turn to change the camera to "Aerial Camera View." Use the directional buttons to move around the map and check out the situation – including enemy soldier info and field of vision.



ENEMY SOLDIER SITUATIONS

SNEAK PHASE

If your character hasn't been discovered by enemy soldiers or security cameras, Sneak Phase is in effect.

Enemy soldiers tend to patrol a fixed route during Sneak Phase. They are endowed with a certain field of vision and earshot while patrolling their fixed routes for anything out of the ordinary. Some of them may be posted as stationary guards.

If an enemy soldier hears something out of the ordinary while patrolling in Sneak Phase, he will diverge from his fixed patrol route to investigate the surrounding areas. If he doesn't find anything suspicious where the noise came from, he'll return to his usual patrol route.

Purposely making noises to draw in enemy soldiers is a very useful technique.

If your character is discovered by an enemy soldier or security camera, the game moves from Sneak Phase to Alert Phase

ENEMY SOLDIER SITUATIONS

ALERT PHASE

When discovered by an enemy soldier or security camera, the situation is referred to as Alert Phase. Enemy soldiers call for backup and attack your character during this phase. There are only two ways of getting out of it: manage to elude all enemy soldiers or defeat a certain number of them.

Once out of enemy vision, a gauge representing the amount of Cost consumed begins to decrease. When the gauge reaches zero, the game moves into Evasion Phase.

EVASION PHASE

Once enemy soldiers lose sight of your character, they conduct a thorough search in the vicinity.

When the soldiers have consumed a certain amount of Cost searching the vicinity, the game moves into Caution Phase.

CAUTION PHASE

Soldiers patrol their routes more carefully than before when in Caution Phase. In some places, the number of soldiers patrolling the area increases.

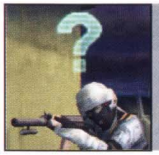
Once the gauge reaches zero and your character has managed to elude the soldiers, the game moves back into Sneak Phase.

ENEMY SOLDIER CONDITIONS

Enemy soldiers go through various conditions in the game that are indicated by a symbol directly over their heads.

Discovered (White "!")
This occurs when your character is spotted from far away. It also appears when the soldier hears a peculiar noise or senses that your character is in the vicinity. However, the soldier has not actually spotted your character in this situation.

Discovered (Red "!")
This occurs when your character is spotted.



Suspicious (?)
This occurs when a soldier loses sight of your character. A question mark above the head means the soldier has given up searching.

Calling for Backup
This occurs when an enemy soldier radios in for reinforcements. After a certain amount of Cost is consumed, the game moves into Alert Mode and enemy soldiers begin to amass.

Unconscious (3 stars)
Three stars appear above a soldier's head when he is unconscious. When a character is attacked with a knockdown-capable weapon or punch action, and there are no more cards in his/her hand, he/she goes unconscious. The character regains consciousness once the stars have disappeared.

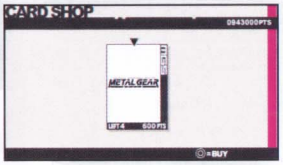
Asleep (ZZZ)
Using a Weapon Card with some sort of sleep effect on a guard causes him to sleep. Once the "ZZZ" has faded, the guard wakes up.

INTERMISSION

Performing various actions during your mission calls for preparation. Prepare the cards you've obtained for use by adding them to your character's deck during Intermission. It's also a time to choose a map for your next mission and save data.

CARD SHOP

You can purchase cards at the Card Shop which is available during Intermission. Use points earned for clearing a mission to purchase Card Packs there. There are three cards per pack, which are all stored at random. Each card has a Reality Score that determines how frequently it appears in packs. At first you can only buy MGS1 Packs, but as you get further into the game, different types of packs become available. The type of cards you can acquire depends on the type of pack. It's also possible to purchase single cards.



MAP SELECT

Choose a map for your next mission at the Map Select screen. Select a map with the cursor, and then press the ● button to start the mission.

SAVE

Save your game (up to 10 areas). Choose a place to save, then press the ● button to confirm.

OPTIONS

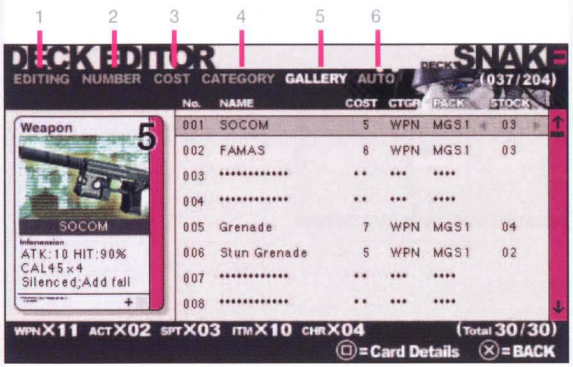
TEXT SPEED	Adjust the game's message speed.
MOVIE SKIP	Set the MOVIE SKIP function to ON or OFF.
QUICK MODE (always)	Set the QUICK MODE function to ON or OFF.
LANGUAGE SELECT	Choose language of on-screen text (English, French, German, Italian, Spanish).
SET DEFAULT	Set all options to their default settings.

DECK EDIT

Compiling a Deck

Use cards available in Stock at the Deck Editor Screen to compile a deck. Compiling a deck for your character allows him/her to perform various actions during a mission.

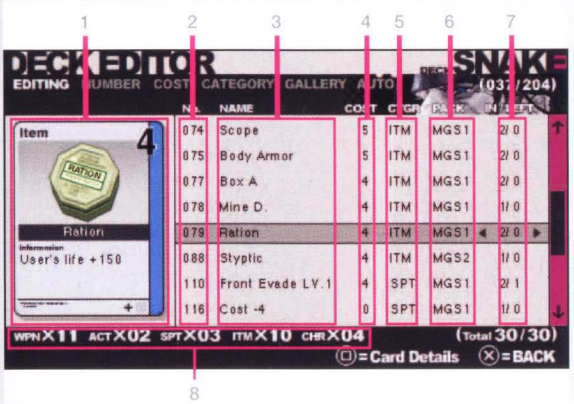
Select an option with the cursor and press the ◉ button to confirm your choice.



1 Editing	Edit current deck.
2 Number	Line up the cards in Stock by number (smallest to largest)to edit deck.
3 Cost	Line up the cards in Stock by Cost (largest to smallest) to edit deck.
4 Category	Line up the cards in Stock by category to edit deck.
5 Gallery	Line up all cards by number to edit deck.
6 Auto	Compile a deck automatically.

Deck Compilation Order

Select EDITING with the cursor, then press the ◉ button to confirm. Press the up/down directional buttons to select a card you'd like in the deck, and then press the right directional button to add it. When removing a card from the deck, highlight it with the cursor, and then press the left directional button to remove it. Up to four cards of the same type can be added to the deck. A deck must comprise of 30 or more cards. The maximum number of cards allowed in a deck changes as the story advances.



1 Card:	Indicates the currently selected card.
2 No.:	The card's number.
3 Name:	The card's name.
4 Cost:	Cost required to use the card.
5 CTGR:	The card's category.
6 Pack:	The pack's name.
7 In/Left:	Shows how many duplicates of the highlighted card are in the deck, over how many of that card are left in Stock.
8 WPN, ACT, SPT, ITM, CHR:	Indicates the number of cards in each of these categories.

Deck Situation

Press the ▣ button while compiling your deck to view card details. Press the △ button to compile another deck.

AN INTRODUCTION TO CARDS

A few of the cards that can be found in MGS1 card packs at the beginning of the game are explained below.

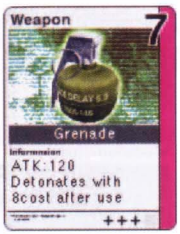
WEAPON CARDS

SOCOM
This handgun is equipped with a suppressor attachment. A direct hit knocks down its target.

FA-MAS
Attacking with this assault rifle adds to the target's Cost consumption.

C4
Plastic explosive. Set this on the ground and ignite it with a timer switch or gunshot. Targets caught in the explosion are knocked over.

AN INTRODUCTION TO CARDS



Grenade
High explosive, anti-personnel fragmentation hand grenade. Throw it at a distant block of your choice. It explodes after a determined amount of Cost is consumed, and knocks down any targets caught in the explosion.

Stun Grenade
This special grenade offers a flash, bang, and non-lethal means of neutralizing and disorienting enemy personnel. Throw it at a distant block of your choice. It explodes after a determined amount of Cost is consumed, and renders targets caught in the explosion unconscious.

Chaff Grenade
This hand grenade jams electronic devices. Throw it at the block of your choice. It explodes after a determined amount of Cost is consumed - temporarily disabling electronic equipment.

ACTION CARDS

Quick Draw
Use this action with a weapon. It reduces the weapon's Cost to zero, and its effects last until the next player turn.

Strand
Use this action with a weapon. Attacking with it adds to the target's Cost. Its effects last until the next player turn.

Add Fall
Use this action with a weapon. A successful hit with this card included in the attack will knock down the target. Its effects will last until the next player turn.

Concentrate
Use this action with a weapon. It increases the weapon's hit probability, but increases Cost consumption at the same time. Its effects last until the next player turn.

Equipment LV. 2
Changes the player's equipment level from LV. 1 to LV. 2.

Action +
Increases the action count of a single-turn card by one. The effects last for a certain amount of Cost time. Up to four turns can be added. This action can only be used by Snake.

ITEM CARDS

Scope
This item must be equipped in order to use it. A scope increases hit probability when shooting at targets from a distance.

Body Armor
This item must be equipped in order to use it. Body Armor reduces damage when the player is attacked.

Card LV. 1
This item must be equipped in order to use it. It can be used to open LV. 1 security doors.

Cardboard Box A (MGS1)
This item must be equipped in order to use it. Keeps the player hidden even when positioned within the enemy's field of vision.

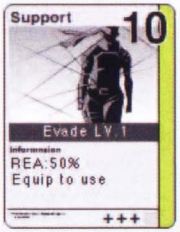
Mine Detector (Mine D.)
This item must be equipped in order to use it. The mine detector is rendered useless after a certain amount of Cost is consumed. It indicates where mines are positioned. (Mines can be removed when in crawl position.)

Ration
Recovers the LIFE of any character who uses it.

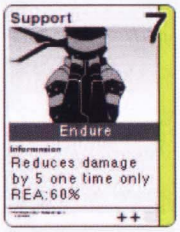
SUPPORT CARDS

Front Evade LV. 1
This card must be equipped in order to use it. Enables characters to evade frontal attacks.

Rear Evade LV. 1
This card must be equipped in order to use it. Enables characters to evade rear attacks.



Evade LV. 1
This card must be equipped in order to use it. Enables characters to evade attacks from all directions.



Endure
This card must be equipped in order to use it. Reduces attack damage inflicted on characters.

Ally Cost -4
Reduces the ally's current Cost total.

Cost -4
Reduces the character's current Cost total. This cannot be used for moving.

CHARACTER CARDS

Genome Soldier
This Movement Card enables a character to move four blocks.

Roy Campbell
This is an Air Strike Card. It is triggered after a certain amount of Cost is consumed – unleashing an attack which spans over a wide range of blocks.

Otacon
This is a Scientist Card. Attach it to a weapon to increase its firepower when attacking an armored enemy. Its effects last until the next player turn.

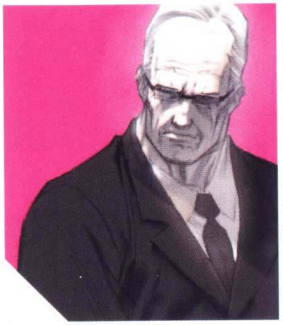
Sniper Wolf
This is a Sniper Card. Attach it to a weapon to increase its hit probability.

Cyborg Ninja
This is an H.F. Blade Card. Use it to attack the target of your choice.

Psycho Mantis
This is a Hypnosis Card. Use it to confuse the target of your choice.

CHARACTERS

Solid Snake
Legendary mercenary, and former member of the FOXHOUND Unit. He is currently living out his retirement – no longer affiliated with his former duties.



Roger McCoy
A member of the CIA originally from New Jersey. He's been away from actual combat missions for quite some time, but has been working as an instructor for new recruits.

Alice Hazel
A young woman from England. She's been using her psychic abilities, namely distance viewing, to aid the FBI and CIA in various cases for a number of years.

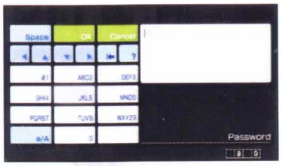
CHARACTERS

Teliko Friedman
Teliko is half American and half Japanese. Collin Friedman is her father. She's a soldier in the HRT Special Forces unit, and was once working under Roger's instruction.

Gary Murray
A lab worker involved in the incident. He's been requesting help from Snake, but...

Lieutenant Leone
Nationality unknown. Leone heads a mysterious group of mercenaries. His group was dispatched to the Moloni Republic to fight in a civil war there as part of an anti-government militia.

PASSWORDS



From the Main Menu of the game, select "Password" to enter a special code that will help you during the game. Inputting passwords on the password screen will unlock certain cards that cannot be found in the regular game.

MUTIPLAYER BATTLES

Using Ad Hoc Mode between two PSP™ systems allows you to hold network battles with your friends. You must reach a certain point in the game in order to unlock this feature.

CONNECTIING

1 First turn on the WLAN switch.
2 Advance to the Options Screen and select Link Battle.
3 Choose a battle opponent from among the currently connected players. The user who makes the challenge is designated as the host.

LOBBY SCREEN

This is where battle opponents are waiting for a chance to get into the action.

LINK BATTLES

Network battles enable players to control two characters in a one-on-one competition.

THREE WAYS TO WIN:

1 Reduce your opponent's remaining play credits to zero. (Each time a player is defeated, his or her remaining play credits decrease.)
2 Defeat an enemy soldier to cause him to drop a Pythagoras disk. Once you have obtained three of those disks, goals appear in four corners of the stage. Choose the right goal from among them and go through it. (Only one of the four goals is the right choice.)
3 Once the time limit has expired, you need to have more Pythagoras disks in possession than your opponent does. (If both players have the same amount, it ends in a tie.)

MUTIPLAYER BATTLES

STARTING THE GAME

Two player characters appear randomly on the map, each of them on one of the map's pre-determined points. Random positioning means that players don't know where their opponents will appear.

Once a character's life is reduced to zero, he/she becomes incapacitated at that very point and the user loses any Pythagoras disks that may have been in his possession. (Enemy soldiers must be defeated again in order to regain the disks.)

If both characters become incapacitated, their remaining play credits are reduced, and each of them randomly reappears on one of the pre-determined points.

In Link Battle, the characters will engage in scouting battle with fields of vision. The player will be able to see the enemy that comes within the fields of vision of their character. The following rules come into play regarding vision and attacks.

- A character may lose vision for a given time depending on the nature of the attack.
- When flattening oneself against a wall, the character can see the other side of the wall.
- Area attacks will damage the enemy in that area even if the enemy cannot be seen.
- Weapons with the laser sight (Laser.S) will damage the enemy positioned on the line between the attacking character and selected target.

RESULTS SCREEN

Battle results are displayed here. Points acquired can be used to purchase any available cards.

LINK MODE

METAL GEAR SOLID 3 LINK MODE

1 Connect your PSP™ (PlayStation®Portable) system with your PlayStation®2 computer entertainment system by using an USB cable (mini B type)

2 Start Metal Gear Solid 3 on your PlayStation®2. On the title screen choose [SPECIAL] mode and go to [BONUS]. Then select [METAL GEAR ACID LINK]

3 Start Metal Gear Acid on your PSP™ and choose [MGS3 LINK] on the title screen.

NOTE: To choose [MGS3 LINK], you have to clear the game MGS3 once.

4 In Metal Gear Solid 3, the message "Connection confirmed" will be indicated if linking the two systems was successful.

NOTE: Don't connect other components in another USB port together and don't use an USB Hub.

CREDITS

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