

Metal Gear Acid Game Script

by AC_Blaze

Updated to v2.02 on Jan 12, 2006

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Metal Gear AC!D  
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Game Script

Written by: AC Kid

E-mail: moziz212ny@yahoo.com

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Thanks to: xerc, alucard dracula, WSAReturns, and everyone else in the secret MGS board, MGS3&4 (my home) boards, MGA Board, Konami (for making a great game), Everyone who asked questions about MGS series and allowed me to help them understand here on gamefaqs.com (hope I'm in the list of people who have great MGS knowledge like OnslaughtX, Oliver, and Lionhart...), the list goes on...

NOTE 1: THIS SCRIPT HAVE STRONG LANUAGES, IF YOU GET OFFENDED EASILY PLEASE DON'T NOT READ THIS SCRIPT. YOU HAVE BEEN WARNED.

NOTE 2: There are 2 parts in the script where I couldn't fill all of the dialogue in this guide. In some parts, the game won't let the players read at their own pace. But don't worry, the 2 parts with a missing line of guides aren't that vital, so you're not missing anything, except for 3 short dialogue.

Enjoy reading the script ^_^

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=====  
Clt+F and type [MGA] to skip to a chapter.
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Note: You have to include "[" ""]".

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Chapter 1: METAL GEAR AC!D-----[MGA!]  
Chapter 2: Who's Gary Murray? [MGA!!]  
Chapter 3: "And Snake's head is blown off..."-----[MGA!!!]  
Chapter 4: Hans Davis? Who? Say it isn't so Snake! [MGA!V]  
Chapter 5: Decoy Octopus? Can't be!-----[MGAV]  
Chapter 6: The Snake and The Lion [MGAV!]  
Chapter 7: "Snake" vs "Ocelot"-----[MGAV!!]  
Chapter 8: Metal Gear...forget get this! RUN!!! [MGAV!!!]  
Chapter 9: Twists and turns-----[MGA!V]  
Chapter 10: The Ending [MGAX]  
Chapter 11: The Story and Characters = Instruction Book-[MGAX!]
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=====  
Chapter 1: METAL GEAR AC!D [MGA!]  
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-Meeting room somewhere unknown-

SECRETARY:

The President has arrived.

PRESIDENT:

Hello, everyone. Sorry I'm late. I need to apology as it seems my Coast Guard was a little enthusiastic.

SECRETARY GENERAL:

No apology necessary. The best way to handle this is to punish those in charge of each unit.

PRESIDENT:

I appreciate your understanding.

SECRETARY GENERAL:

All for one, and one for all.

SECRETARY:

My apologies for calling everyone on such short notice, but this is a serious incident.

CHAIRMAN:

What is this time?

PRIME MINISTER:

Yes, please enlighten us.

SECRETARY:

Allow me to fill you in.

-Black screen-

As a gesture of gradtude to our longtime patrons. We here at NEKAL are providing a special limited offer. Those who act now and purchase pajamas or a nightcap from participating outlets will receive our special NEKAL Silk Powder as a free gift.

Top grade silk does a body good.../

Sleep tight tonight like you always should.../

Some where on Libito base

-A woman running-

(SEND)

TELIKO:

This is Bravo. I've lost sight of the meeting point.

HRT:

Bravo! Don't come near this place!

-Soldiers appear-

-Teliko takes them out-

(SEND)

TELIKO:

This is Bravo. Come in Alpha.

HRT:

Delta here. I'm surrounded. Requesting backup.

HRT:

Dammit Echo here! Urngh!

-Teliko is on the run again-

HRT:

Bravo! Come in Bravo! Everything OK?

-Soldiers chase after Teliko and she takes them out also-

Teliko:

This is Bravo, Alpha? Where's Alpha?

...

HRT:

Huh? What the...That looks like...

...

HRT:

Bravo...you still alive? The meeting point is in the west building warehouse.

TELIKO:

!!!

-Leone appears-

-Soldiers surround Teliko-

LEONE:

She must be the last one.

LEONE SOLDIER:

The group in corridor B was wiped out, too.

LEONE:

Take her. And don't let Clown find her.

Some where outside of Libito

GMT 01:13

ROGER:

This is Roger Looks like you made it ashore, Snake.

SNAKE:

Snake here. Sorry for the wait, Roger.

ROGER:

Any enemies in sight?

SNAKE: none so far.

ROGER:

Snake, HRT Unit Spenser was sent in before you. We've lost contact with them.

SNAKE:

HRT...Isn't that a SWAT-based unit specializing in terrorism prevention tactics?

ROGER:

Yes. But...they were wiped out by enemies.

SNAKE:

I take it we're not dealing with garden - variety thugs.

ROGER:

Snake, our mission consists of just one thing. That's getting our hands on what the hijackers want...Pythagoras. Headquarters has concluded from the hijackers' demands that Pythagoras is the name given to a research project conducted at the Lobito Physics and Chemistry Lab. Inquiries to the lab, however, went unanswered. An unknown group of mercenaries had taken over the lab just before we sent in HRT.

SNAKE:

Can you fill me in on this "Pythagoras" research?

ROGER:

Details are currently a mystery.

SNAKE:

A mystery? Why's that?

ROGER:

The project's head researcher, Flemming, was formerly developing biological weapons for the U.S. Military.

SNAKE:

Biological weapons?

ROGER:

In order to get the specifics on Pythagoras, you'll have to get in contact with Flemming.

SNAKE:

You got his profile?

ROGER

I was only able to get my hands on some old pictures. The investigation is still underway.

SNAKE:

Find out who's taken this place over while you're at it.

ROGER:

That, too is being taken care of as we speak. Now...I know it's been a while

since you've been in actual combat, Snake. Before infiltrating the target location, you better brush up on your intuitive skills. First of all, I should brief you on movement. Go ahead and move the cursor to the "Genome Soldier" card in your hand. Now Selecting "MOVE" will display your range of movement using blocks. Select a block to move to with the cursor. After that, determine which direction to face. Give it a try. Move to this spot first.

-Mission Start-

ROGER:

That's it. Right there is fine. OK, now choose north. A compass in the lower left corner shows you which direction you're facing. See how the White [Triangle] pointing o the north?

ROGER:

Good. You chose north. The last step during movement is to select a position to select a "CRAWL" option. But just remain Standing for now. Select "STAY" from the list and press the O button to confirm.

ROGER:

Well done. I'll contact you again when you reach the gate.

SNAKE:

Right.

Flight 326

The Previous Day
GMT 19:04

-Dolls appear-

ELSIE:

It smells weird in here Sis.

FRANCES:

It's vecuronium bromide, a muscle relaxant, Elise. Doctors use it for surgery n' stuff, to stop the pain.

ELSIE:

Did somebody get hurt?

FRANCES:

No, no. We've just hijacked this plane.

ELSIE:

Cool...

-Picture of a bomb
in Flight 326-

The Previous Day
GMT 19:22

ELSIE:

Are all these people gonna die, Sis?

FRANCES:

Well...I dunno. If the big leaders in America do what we want, most passengers should live.

ELISE:

How boring. I think everyone should DIE!

FRANCES:

If everyone dies, we won't have any more hostages. And without hostages, we can't negotiate.

ELSIE:

So then we just hijack another plane.

FRANCES:

Elise, can you just hush up a little while?

ELSIE:

Why?

FRANCES:

I have to relay our demands to the control tower now. We have to claim responsibility...

ELSIE:

OK, well...I guess I'll be quiet. But not for long.

FRANCES:

...Control tower, can you hear me? We have taken over Flight 326, and the lives of 517 passengers are at stake. Every one of them has been temporarily paralyzed with vecuronium bromide. All we have to do is increase the density ever so slightly, and all these pitiful passengers will die an instant. And, as the cherry on top a bomb has been set somewhere on the plane. If flight altitude drops to 35,000 feet, it'll explode. So don't even consider making us land. I'm sure you wouldn't even think of doing a silly thing like that, now, would you? Our demand is for access to a hidden treasure -- kept in South African laboratory. The treasure known as ..."Pythagoras". Give us Pythagoras with no strings attached, and your precious passengers will be set free. Time's running out. You've got 10 hours. Let's see if you can get us Pythagoras within 10 hours. How you get it to us is up to you. But, if you're not quick about it, precious lives will be lost. Oh yeah, you're probably hoping we don't find out, but we've already confirmed that Viggo Hach is on board this plane.

The Previous Day

GMT 19:55

CHARLES:

So the terrorists want Pythagoras...I see. What? Viggo Hach? So what exactly are the demands? Is that right. They've got helluva plan there. I don't know

who these hijackers are, but I'm damn thankful they showed up now. we have to take advantage of this golden opportunity. Strike when the iron is hot, as they say. Yeah. Leave this to me. I'll do a little negotiating with some higher-ups. You're kidding me. Roger was assigned to this?...

The Previous Day
GMT 20:14

ROGER:

Lobito Island itself belongs to the southern African republic of Moloni. But the Lobito Physics and Chemistry lab itself is under corporate control.

SNAKE:

Which corporation?

ROGER:

It's BEAGLE -- officially one of the largest and most respected conglomerate enterprises in the world. But beyond its surface reputation, BEAGLE is quite a mystery. No contact could be established with them regarding this incident. Not only has the Moloni government been banned from meeting with Flemming or entering the lab, but they claim that it would be interference in non-government affairs.

SNAKE:

Why would they be so touchy?

ROGER:

Until recently, Moloni was a country plagued by constant warfare and strife. Support from the international community has led to a national reconstruction, but the most generous financial contributor to Moloni was BEAGLE...by far.

SNAKE:

Sounds like the Moloni government doesn't want to betray their savior.

ROGER:

The United States will not give into terror. Negotiating with terrorists is not an option. That's the right policy to show the world. But if Pythagoras isn't delivered to those hijackers in a matter of hours, the 517 innocent board Flight 326 will be killed. That's why this operation must be kept strictly confidential. But you don't need to hear that from me.

SNAKE:

Why me?

ROGER:

You were Roy's close friend during your time as a green beret.

SNAKE:

Roy? Colonel Roy Campbell?

ROGER:

Yes. He spoke very highly of you.

SNAKE:

...

ROGER:

Snake, Senator Hach is on that plane. That's right Viggo Hach -- presidential candidate in the upcoming elections. For the sake of America we can't risk losing Hach. I need your help. You're all we have, Snake.

SNAKE:

...

-Back to game-

SNAKE:

There's a ladder here, Roger.

ROGER:

Climbing ladder is just like moving. Try using "Body Armor" when moving. Most cards can be used if highlight when "MOVE" is selected. Press the up or down button to select "MOVE". Except for special cards it's usually possible to move three blocks per turn. Keep that in mind. Move up the ladder, then select "LADDER [Up]" from the list. You can't stop in the middle of a climb. Also, if someone is located in the direction you're headed, you can't move there. All right Snake, climb the ladder and head north.

SNAKE:

Right.

ROGER:

Snake, I forgot to mention one thing.

SNAKE:

Are you sure it's only one thing?

ROGER:

Very funny. I need to tell you how to equip yourself. An "EQUIP" option is available among the cards. Go ahead and select "Front Evade LV. 1" from there. Selecting "EQUIP" brings up an EQUIP column in the upper right corner. EQUIPPING triggers certain effects during battle. Press [Square] button to view a card's details. Press the X button to exit the card explanation. Now, go ahead and EQUIP "Front Evade LV. 1".

ROGER:

Well done, Snake.

SNAKE:

Even a child could do this.

ROGER:

Don't get offended. I have to make sure you've got the fundamentals down.

SNAKE:

I know. Let's get on with it.

ROGER:

You can only use cards a certain number of times per turn.

SNAKE:

What happens when that number hits zero?

ROGER:

REST will be displayed at the top of the screen. The number on the bottom shows

the max number of times a card can be used. Currently you're at REST 0/2 which means you can't use any cards. Press the X button to call up the command menu then select "END". If any enemies are around, an enemy's turn will follow yours, so choose carefully. From now on, you can draw 2 cards at the beginning of each turn.

SNAKE:
Right.

ROGER:
I know it's sudden but select "END" now.

ROGER:
Looks like you got it.

ROGER:
Now move over to here. Use the "Genome Soldier" card. Now face north.

SNAKE:
Got it. I'm ready to carry out the mission.

SNAKE:
I'm outside the fence.

ROGER:
Can you get in?

SNAKE:
This fence looks like it might be high voltage.

ROGER:
Any doors?

SNAKE:
Yeah, but there's a big padlock on it.

ROGER:
Shoot the padlock open and enter the compound. HRT should've left some goodies behind for you. A Sneaking Suit and a SOCOM are stashed away in a cave at the seashore. Here's how to free attack your target -- in this case, the padlock. Highlight SOCOM with the cursor and select "USE".

ROGER:
that's it. Now, get through that fence and infiltrate the lab.

SNAKE:
Right.

ROGER:
Snake, your heart rate has risen to 145 beat per min. I've gone over your basic Physical functions and rate of exercise from the time you arrived, and some numerical inconsistencies have arisen when compared with the apparatus.

SNAKE:
The...apparatus?

ROGER:
Yes. The Sneaking Suit provide to you has been fitted with a CHAIN that stores physical data. Not only does it store a soldier's physical data and information related to their surroundings, but it also includes the advanced capability of

providing remote medicine. This is the first time it's been used in an actual combat situation, and it seems a little unstable.

SNAKE:

Well, I've been out of active duty for a while so...

ROGER:

No, Snake. Your current data is recorded in the CHAIN. Your age has nothing to do with it. In addition...

SNAKE:

Spare me the minor details. Just get on with it will ya?

ROGER:

...Yeah. There's someone I'd like you to meet, Snake. This is Alice Hazel -- a very gifted psychic.

SNAKE:

Psychic?

ROGER:

She's well-known for her supernatural abilities, and has played a major role in solving various cases. Among her abilities are telepathy, astral protection... and what was that called...

ALICE:

Remote viewing. I'm able to view events from a great distance.

ROGER:

ALICE will act as a navigator for you. She can sense images and events within the laboratory.

SNAKE:

Roger, you gotta be kidding me. You expect me to base this mission on palm readings and crystal balls? I'm in no mood for the psychic hotline here.

ROGER:

But she's the real thing. Recommended by the Feds.

ALICE:

You don't have to believe in my gift, but I'd appreciate it if you'd stop treating me like some dime-store fortune teller. It may be troubling for you to entrust your life to me, but it would be in your best interest to trust me.

SNAKE:

...

ROGER:

Alice has recovered over 200 missing persons in cooperation with the FBI. She's young, but has a great record and truly incredible gift.

SNAKE:

...

ALICE:

I do hope we can get along.

ROGER:

And Snake...She may not have the veteran expertise that you offer us, but...

Just in case, OK?

SNAKE:

Yeah, sure...

ROGER:

Any action taken outside of an order should be thought out carefully. We may lose contact with you.

SNAKE:

I know.

ROGER:

All right, Snake. Head to the gate.

Title:

METAL GEAR AC!D

Chapter 2: Who's Gary Murray? [MGA!!]

Libito Laboratory Outside Gate

SNAKE:

Roger, I've arrived at the gate.

ROGER:

How does it look?

SNAKE:

I see some soldiers standing guard in front of the gate.

ROGER:

That gate is your only ticket into the lab. What's the guard doing?

SNAKE:

Doesn't look like he has any intention of moving.

ROGER:

You've got to get him to move out of the way somehow. Snake, I hate to sound like a parrot, but this is a top secret mission. It's very important that you move forward without being detected by anyone. I'm sure the soldiers inside are armed to the teeth and patrolling the area with a steady eye. If that guard catches sight of you and calls for backup, you'll be seriously outnumbered in a matter of seconds. Survival is very unlikely under such circumstances.

SNAKE:

Right, I've gotta stay alert.

ROGER:

Yes. I'm repeating myself again, but I can't stress enough the importance of staying out of enemy sight. Combat must be avoided as often as possible.

SNAKE:

I get it. Enough with the lectures, already!

ROGER:

Fine. You have to get through the gate. Figure out some way to distract that guard.

SNAKE:

Right. Time to get down to business.

-Game-

(CALL)

ROGER:

How 'bout it, Snake? Can you get past the gate?

SNAKE:

The guard stationed in front of it won't budge.

ROGER:

That reminds me. Face the wall and select "FLATTEN" to edge up to it. Select "KNOCK" in that position to tap on it. Think you can get through now? Basically...

SNAKE:

...Make a sound to lure the guard away from his post.

ROGER:

Just do it without getting caught.

SNAKE:

Got it.

-Game-

(SEND)

SNAKE:

Roger, can you hear me? Situation A is complete.

ROGER:

Not bad, Snake. Starting to feel like your old self again?

SNAKE:

Not quite. I can't believe how much the COST stacked up.

ROGER:

Don't worry. You'll be back in good form soon enough.

(CALL)

???:

...This...Gary...Gary Murray...Any...out the...? Please...Someone...ans...

ROGER:

You should respond to that Snake.

SNAKE:

Gary Murray? Who's that?

ROGER:

I'm not sure, but he's using the van unit's emergency frequency. Someone in the lab might have picked up a Codec.

SNAKE:

Could be an enemy.

ROGER:

Talk to him, and try to find out what his situation is. I'll run a background check on the name "Gary Murray".

SNAKE:

Right.

(SEND)

SNAKE:

Come in, Gary. Gary Murray? Please respond.

GARY:

Are you an American? You must have survived the attacks somehow.

SNAKE:

Something like that. What about you?

GARY:

I'm an engineer at this lab. Name's Gary Murray. What the hell is going on here?! These soldiers just swarmed us all of a sudden and the next thing I knew, we were thrown into the residential quarters and treated like dirt. I was in charge of quarantine and disease prevention for test animals here. And that's all. They interrogated me about the actual research. I don't even know anything the actual research. I don't even know anything. Hurry, you've got...hel...me... Enemy soldiers are patrolling as we spea...They're goi...kill me...! This damn radio is brok...

SNAKE:

I hear you, Gary. Just calm down. Where are you?

GARY:

...control room...the north gate. But enemy soldie...Dr. Flemming is...the east...

SNAKE:

Flemming? You know where Flemming is?

GARY:

Oh, no...somebody's com...H-Hurry. Please help m...

ROGER:

It could very well be a trap. But if he claims to know where Flemming is located, he could really help us out.

SNAKE:

He said he's in the control room -- to the north.

ROGER:

Our satellite photos show a building to the north. Snake, get to that control room and find Gary. Then ask him about Flemming's whereabouts. I'll try to reestablish radio contact with him. Head for the North Gate.

SNAKE:

Right.

Flight 326

VIGGO:

How do you feel, Lena? Think you can stand?

LENA:

I'll try.

VIGGO:

Is this the work of...?

LENA:

I don't know. Maybe some terrorist. But, Senator Hach, please speak with cautions. The election is just around the corner, and reporters

VIGGO:

I know.

LENA:

Just stay put. I'll go see what's happening here.

VIGGO:

Wait. It's too dangerous.

LENA:

You could be in much more danger than I am, Senator. I have to find out what's going on. There really no point in us both going.

VIGGO:

...OK. Just be careful!

LENA:

I'll be back as soon as I can.

-Lena goes off-

-Dolls appear-

FRANCES:

It's me.

ELSIE:

Tis moi.

VIGGO:

W-What the hell?! Dolls can't talk!

FRANCES:

We want Pythagoras.

ELSIE:

Do you have Pythagoras Mister?

VIGGO:

It must be...that damn kid. No doubt about it.

ELSIE:

Where did you go Sis?

FRANCES:

I was working.

ELSIE:

Liar, liar, pants on fire! You just left me alone and went off somewhere to play!

FRANCES:

No, I didn't. I'm a busy girl, unlike you!

ELSIE:

So...what kinda work, then?

FRANCES:

Killing.

ELSIE:

Killing? Killing what?

FRANCES:

I murdered the pilot, and the copilot, too. Made their hearts stop...

VIGGO:

Th-The pilot and the copilot! So they're...dead?!

-Picture of the pilot and copilot-

-Numbers "1" and "14" on their uniform in blood-

-Game-

Office stage

(CALL)

ROGER:

Snake, we've discovered who's taken over the lab. It's the Leone Unit -- a group of insurgents opposed to the Moloni Republic -- named after their leader.

SNAKE:

So anti-government rebels have started a lab facility built on government soil...Another one of Moloni's internal conflicts, maybe?

ROGER:

No. The Leone Unit is actually a group of mercenaries hired by someone else. The group is made up of soldiers from several countries, and they're not working together under any political ideology.

SNAKE:

So they were hired by someone to take over his lab after Moloni's civil strife was brought under control?

ROGER:

That's all we can deduce based on current intelligence.

SNAKE:

I see. So this is the real thing.

ROGER:

Yes, and the enemy security is higher than anything we've seen before. There appear to be security cameras in the facility. Be careful as you go in...

SNAKE:

No need to worry. I've done this before, remember?

ROGER:

And Snake...I've got something more important to tell you. Listen carefully.

SNAKE:

What is it?

-Card appears on screen-

ROGER:

A number like this in the upper-right-corner of each card. It's called the "COST." Think of it as weight being spent on your actions. The total COST consumed using cards is calculated at the end of each turn. COST diminishes as time passes, and when it reaches zero, it's a new turn.

SNAKE:

So using a card with a heavy COST would mean I could only move a short distance, right?

ROGER:

Exactly. And the same goes for enemies. Basically, turns alternate when COST reaches zero. To check on COST during a mission, use the window next to you. From the top, there's your Life Gauge, # of cards in your hand, current COST and turn order. Press the select button to display into windows for all characters.

SNAKE:

I think I get it. So..."Cost -4" becomes important.

ROGER:

That's right. You catch on quickly! If you act to reduce COST usage, the turn will change more quickly. And one more thing. When a turn changes, a COST use reduction occurs depending on the number of card used. -1 with the second card, -2 with the third card, and so on.

SNAKE:

Sounds hard.

ROGER:

Don't worry about the details right now. You'll figure them out during your

mission.

SNAKE:

Practice makes perfect, huh?

ROGER:

Snake, I think Gary's Codec is damaged. I can't make out what he's saying. But we know he's in the control room to the north.

SNAKE:

North. Got it.

-Mission Start-

(CALL)

ALICE:

Wait, Snake!

SNAKE:

What is it?

Alice:

Gary is to your north.

SNAKE:

How do you know that?

ALICE:

What if I said...My sixth sense? If you go to the west side and then turn the corner, you'll see an entrance. That's your way in.

ROGER:

Snake, please listen to her. Go to the west side.

SNAKE:

...Right.

-Game-

(CALL)

ROGER:

Snake. It's a Patrol Bot. Keep your guard up.

SNAKE:

A Patrol...Bot?

ROGER:

A state-of-the-art guard dog developed at the Lobito Chemistry and Physics Lab. Looks like it belongs to the Leone Unit now, though.

SNAKE:

...So I'll put it out of order, then

ROGER:

Hold on, Snake That won't be as easy as you think. It's coated with a special type of armor. Unless you can find an armor-piercing weapon, or can disable it with a Chaff Grenade, your best bet is to sneak by without getting caught.

SNAKE:
...Right.

-Game-

-Snake catches a glimpse of Gary, but Gary runs off.-
-Snake then follows-

SNAKE:
Where the hell did he go?

(CALL) -To Gary from Roger-

ROGER:
Gar...This i...Cobalt mei. Please resp...Gary...spond.

GARY:
Shut up, dammit! Just stop talking!

-Snake draws a gun towards Gary, who is hiding under a desk-

GARY:
Don't shoot!

SNAKE:
You must be Gary Murray.

GARY:
Huh?

SNAKE:
I just talked to you on the Codec.

GARY:
Oh...So you're the American? Thank you.

SNAKE:
Looks like you're injured. Can you stand?

GARY:
Yeah. I'm fine.

-A scene with Teliko running-

-Back to scene with Snake and Gary-

SNAKE:
You know where Flemming is located?

GARY:
Yes, I do. I just happened to see where Dr. Flemming was taken during my escape. Those terrorist forced the lab workers into boats and sent them off to a nearby island. They were being treated like prisoners. Then, after U.S. soldiers came and attacked, the terrorists just went nuts. I managed to slip past them and tried to make my way to FAR, but one of the guards caught sight of me. I thought it was all over, but somehow I managed to make it here without getting followed.

SNAKE:
What's "FAR"?

GARY:

It's a research building in the northern most part of the plant, where Dr. Flemming would receive instructions. Only the doctor's closest advisers were granted access to that place. Everyone called it FAR -- an acronym for Flemming's Assembly Room. They were all so paranoid. Intellectuals can be a little extreme.

SNAKE:

Where was Flemming taken?

GARY:

he residential quarters located to the east. Lab workers were living in that building. I'm only an underling, so I never actually met the doc. But I could hear him yelling, "I'm Flemming! What the hell are you doing?!" It had to be him. There's not doubt in my mind.

SNAKE:

Residential quarters to the east, huh?

(CALL)

ROGER:

Snake, you better get over there on the double.

SNAKE:

Right.

SNAKE:

Gary, stay right here if you wanna survive. I'll come get you when my mission is over.

GARY:

Please hurry...

-Game-

(SEND)

SNAKE:

Next up on the menu, residential quarters

Flight 326

VIGGO:

Lena! The pilot and copilot...they're...

LENA:

The door to the cockpit was open.

VIGGO:

Are they really dead?!

LENA:

Yes. But how did you...?

VIGGO:

Some strange dolls came up to me.

LENA:

Did you say...dolls? Seems we're on autopilot so we probably won't crash. people at the control tower should have cleared the air lanes for us so we can fly a relatively safe path.

VIGGO:

But...I mean, come on! Dolls can't kill people! That kid must be wandering around on the plane.

LENA:

That can't be. No. 16? On this plane?

-Dolls appears-

ELSIE:

It's not fair, Sis!

FRANCES:

What?

ELSIE:

You were playing, just like I thought! You were killing people. I wanna kill people, too. I wanna make their hearts stop 'n' all that.

FRANCES:

...You know what, Elsie? I killed the pilot and copilot to get some messages across.

ELSIE:

Messages across? Is that a fun game, too?

FRANCES:

The first two messages are "1" and "14." Do you want to know who we really are, Elsie? I'll tell you.

ELSIE:

I know who I am! I'm Elsie. Duh!

-Back to Viggo and Lena-

VIGGO:

Lena, contact the White House.

LENA:

But...

VIGGO:

Explain the situation to the best of your ability, and get them to catch that... that monster sneaking around in the shadows.

LENA:

Yes, Sir.

VIGGO:

What's wrong Lena? You look pale.

LENA:

When I found corpses in the cockpit, I gasped with the shock. I could've sworn I

smelled gas...

VIGGO:

Don't overdo it, now. Take a little breather.

Ruins-Lower Stage

(CALL)

ROGER:

Even though the wall has been repaired, it could take a good four weeks for the cement to fully harden. The area repaired is still pliable enough for a little "C4" to make its mark. "C4" can be detonated by shooting, as well s with a detonator or a timer. Got it?

SNAKE:

Right.

-Game-

-Player plant C4 next to the fresh cemented wall-

-Player detonate the C4-

SNAKE:

It worked! I manage to blast through the wall.

ROGER:

Well done, Snake. Just like a pro. OK, time to put the clock back!

SNAKE:

Right.

-Game-

(CALL)

ROGER:

Come in, Snake This is Roger.

SNAKE:

What is it?

ROGER:

New info has come in from headquarters. Investigators have confirmed that "Pythagoras" is the name of a research project being conducted at Libito Physics and Chemistry Laboratory. Our mission is to find out more about this Pythagoras research, and Flemming -- the man behind it.

ROGER:

Another fact has been confirmed regarding Flemming's research. He was conducting drug-related tests and production in this lab.

SNAKE:

Combat enhancers?

ROGER:

No. Something much more vile. Candidates from various countries were sought and used for clinical testing. The candidates signed an agreement -- basically an acknowledgement of the life-threatening dangers involved in the testing they were to take part in. Perhaps a large sum of money is what persuaded them to endure sure horrrrs...

SNAKE:

Life-threatening dangers?

ROGER:

All sorts of viruses were shot into the test subjects in order to monitor the effects of a new drug.

SNAKE:

I get it. They must've chosen this remote island as a way to cover up what he was researching. But what about BEAGLE, the sponsor of this lab? What the hell is it? What was going down in here?

ROGER:

...

SNAKE:

...

ROGER:

Let's focus on the mission at hand for now. Get a hold of Flemming, and things should become clear. You should head for the residential quarters now. I'll continue probing for details on Flemming's whereabouts.

SNAKE:

...

Flight 326

VIGGO:

Looks like she woke up.

LENA:

Who?

VIGGO:

The kid in the back.

LENA:

Hi there...what's your name?

MINETTE:

I...I'm...uh...

LENA:

Yes?

MINETTE:

I'm, eh...mmm...my name's Minette.

LENA:
Minette?

MINETTE:
Uh huh. Minette Donnel.

LENA:
You all by yourself?

MINETTE:
Well...I'm going to see my daddy.

LENA:
Where's your mom?

MINETTE:
Well...Mommy really hates Daddy now, so she didn't come.

LENA:
Oh, I see. Aren't you scared to ride on a plane all by yourself?

MINETTE:
Nope. I'm used to it.

LENA:
You're pretty brave, kiddo.

VIGGO:
I'm used to riding on planes, too...but this is a first for me.

LENA:
Mr. Hach...

VIGGO:
I didn't mean to startle you. It's just that they keep pumping these damn drugs into me. My body and mind are both going nutz!

-Dolls appear-

ELSIE:
Aaaaaaah!!!

FRANCES:
...

ELSIE:
It's awful! Something awful has happened! Help, Sis! I'm scared...What should I do?!

FRANCES:
...

ELSIE:
Th-The stewardess lady in the back...She...she's all bloody...she was killed! There's a blood-thirsty killer on this plane, Sis!

FRANCES:
You killed her, huh?

ELSIE

How come you found out so easy? That's no fu.

FRANCES:

Did you do as I said?

ELSIE:

Yeah. I carved "11" on her forehead with the knife. Just like you told me to.

FRANCES:

Hm.

ELSIE:

Am I a good girl?

FRANCES:

Uh-huh. You're a real good girl.

-Back to Viggo and Lena-

-Viggo is talking on a phone-

VIGGO:

It's me. No. It's no use. Both Lena and I can only move our fingertips. Even putting these earphones on was like pulling teeth. It's those damn drugs... they've paralyzed us.

VIGGO: But I told you, I can't move a muscle. Even if I could you think I'd really give a damn about the other passengers?

VIGGO:

W-What?! A bomb?! So...Emilio is already on the move, is he?

LENA:

Ask Emilio how they are going at the lab.

VIGGO:

Never mind that now. What about the bomb!?

LENA:

But...if you-know-what falls into the wrong hands, everything could go public... and...

VIGGO:

I know, I know. Dammit! Why did this have to happen? We can't let that...monster live now, can we?!

VIGGO: Huh? Who the hell is that? Solid Snake? Solid who?

VIGGO:

Oh. Aha...I see...So that's also a viable option...But, can we really trust Emilio to that extent? I heard he' been saying and doing some pretty disturbing things lately. Going against the agreement made between him and the organization ...

VIGGO:

What's that? You've got a clairvoyant in there? All right, then. Help us. Only one of us can move...

VIGGO:

...She's a child. All right...Connect me to him.

-Dolls appears-

FRANCES:

That guy over there thinks he can solve everything...He's deluding himself.

ELSIE:

Deluding himself? What does that mean? Is it more fun than killing people?

FRANCES:

Elsie, sometimes you can be so...

ELSIE:

Well...there's nothing to do in here!

FRANCES:

No killing for a little while, OK?

ELSIE:

Borrerrrrring...I wanna go home!

-Back to Viggo, Lena, and Minette-

ALICE:

I'm Alice Hazel.

MINETTE:

Um...I'm Minette. Minette Donnel.

ALICE:

Minette, I have a favor to ask you.

MINETTE:

I don't feel good...

ALICE:

But you can move, right? Don't be selfish, now. The fate of all on board rest in your hands. You're their only hope.

MINETTE:

...

ALICE:

Listen, OK? Now...There's a bomb somewhere on the plane. If you can find it, then everyone might be saved.

MINETTE:

Really?

ALICE:

Really. It's a race against time. Look around, and do exactly as I say, OK?

MINETTE:

...hm...mm-hm...

ALICE:

Are you listening to me?!

MINETTE:

I said yes, OK?

ALICE:

Ugh...this is why I can't handle kids.

-Dolls appears-

FRANCES: OK, then. Guess I don't have a choice. I was gonna save this for later, but...Since you're so bored, I guess we'll have to make a little change in plans.

ELSIE:

What is it?! C'mon, Sis! Tell me! Something fun?

FRANCES:

Fun is too small a word for it. And I'm the only one who knows how to do it.

Chapter 3: "And Snake's head is blown off..." [MGA!!!]

Residential Zone

(CALL)

ROGER:

Snake, it seems that Senator Hach aboard Flight 326, managed to contact the White House. He stated that a number of people on board are already dead, due to vecuronium bromide fumes. He also spoke of another type of killing. It was assumed that the hijackers were operating away from the plane, but now it seems that one or more of them are hiding among the passengers. The additional murders having nothing to do with vecuronium bromide. The pilot and copilot were found dead -- their carotid arteries severed -- with the numbers "1" and "14" carved into their chests. A stewardess was killed as well -- found with an "11" carved into her forehead.

SNAKE:

Numbers?

ROGER:

The hijackers made sure to transmit an image of each corpse using the onboard camera. Those images are being analyzed at headquarters. The sole purpose of our mission is to...a hold of Pythagoras.

SNAKE:

Have you found out anything on Flemming's whereabouts?

ROGER:

Negative. Nothing has shown up on our spy satellites. And Alice isn't back yet.

SNAKE:

...Is she really necessary, Roger?

ROGER:

Are you familiar with Harold Burton case, Snake?

SNAKE:

Never heard of it.

ROGER:

The Burtons own a large oil company. Harold Burton, head of the family business, was brutally murdered about a month ago. His body was found with multiple stab wounds. Hundreds of them. At first, authorities believed the motive behind Burton's death was purely due to grudge. But along with the unusual amount of stab wounds, his corpse was found completely naked, except for a NEKAL Brand nightcap on his head. The murderer was full of contempt for Burton.

SNAKE:

...

ROGER:

Several days later, the authorities had named four bodyguards as suspects in the murder case -- all of whom had disappeared. But they lacked any solid proof that these bodyguards had done anything wrong. Eventually, all four of them were found dead, too.

SNAKE:

...

ROGER:

The FBI was unable to establish a clear picture of what really happened. That's when Alice tracked down the suspected bodyguards, and led the FBI to all four corpses. That's only a taste of what she's accomplished. I used to be like you, Snake. Supernatural abilities and mystical phenomena were nothing more than superstition, so I thought. But Alice is the real thin. She's made a believer out of me.

SNAKE:

...

ALICE:

Roger, don't waste your breath trying to convince Snake of anything beyond his own worldview.

ROGER:

Alice. You're back.

ALICE:

I'm only here for the mission. It's time to get some work done.

SNAKE:

Amen. We can finally agree on something.

ALICE:

Go to the residential East Wing, Snake.

ROGER:

East Wing?

ALICE:

Flemming is somewhere in that vicinity.

ROGER:

Did you view that somehow?

ALICE:

Let's avoid the "hows" and stick to the "what's." I don't want to butt heads with Snake anymore.

ROGER:

Well, you heard her, Snake. Flemming's in the East Wing. So get moving

SNAKE:

Right. East Wing it is. Might as well, since I have nothing else to go on.

ROGER:

...

-Game-

(CALL)

ALICE:

Snake! Wait!

SNAKE:

What is it?

ALICE:

I had a vision...a premonition.

ROGER:

Premonition? What did you see, Alice?

ALICE:

The barrel of a gun...pressed to his head...a ridiculously large gun.

ROGER:

...

ALICE:

Then, the gun fires loudly.

ROGER:

...

SNAKE:

...

ALICE:

And Snake's head is blown off...

SNAKE:

...

-Game-

(CALL)

ROGER:

Snake, it's a room in the East Wing. Alice thinks, she has a fix on Flemming's location.

ALICE:

There's definitely someone in there. But I can't tell if it's Flemming. It's as

if he's been captured...hands tied behind his back...moving about restlessly.

SNAKE:

The far east end, right?

ROGER:

But she doesn't feel the presence of any guards in the area.

SNAKE:

That's odd. If they're after Pythagoras, Flemming is their star hostage. How could they just leave him unsupervised -- no guards, nothing?

ROGER:

Maybe that's how Leone operates.

SNAKE:

What kind of man is Leone, exactly?

ROGER:

He calls himself "Leone, the Lion," and has over 100 soldiers at his disposal. His unit is made up of men who have lost their homeland. Men from small countries in Southeast Asia and Sub-Saharan Africa, put under United States aegis after their civil wars. I told you earlier that Leone's men don't share a common ideology. But they do share a common cause.

SNAKE:

Which is?

ROGER:

To overthrow U.S. puppet regimes and restore independence to each country. They despise America and seek revenge. Leone is a seasoned veteran, able to control even such motley group as this.

SNAKE:

But why would these mercenaries be bothered with Moloni?

ROGER:

...I don't know. But what I do know is these people aren't legitimate soldiers, Snake. There's no telling what they'll pull.

SNAKE:

Flemming could even be a decoy, for all we know.

ROGER:

Either way, you need to find out the truth.

SNAKE:

Yeah. I'm with you there.

Chapter 4: Hans Davis? Who? Say it isn't so Snake! [MGA!V]

(CALL)

GARY:

Snake, I forgot to mention something.

SNAKE:

...Gary? What is it?

GARY:

The room you're heading for is probably fitted with a security system. A charge coupled device scans its target, and if it matches a preprogrammed description, you're in. But an alarm will sound if you're not registered. The room Dr. Flemming is being held in is also under tight security.

SNAKE:

So how should I handle it?

GARY:

You should be able to register at the terminal in the East Wing, but I don't know the password.

SNAKE:

Can I get in through the air ducts?

GARY:

Maybe. I really don't know.

ROGER:

No, Snake. The lab info we've acquired from various organizations should provide us with a list of potential passwords. We've also obtained a wealth of info that the Spenser Unit, assigned to this mission before you, didn't have access to. You might as well try it. Head for the East Wing, Snake. We have to find a way to get you past security.

SNAKE:

Right.

-Game-

(CALL)

ROGER:

Snake, I'm going to list off a string of potential passwords. Type them in as I read them.

SNAKE:

OK!

ROGER:

First try: "Pythagoras." P-Y-T-H-A-G-O-R-A-S.

-The computer flashes *Beep Do*-

SNAKE:

Damn. The thing just scanned me in on its own.

(CALL)

ROGER:

Is the terminal broken?

SNAKE:

I don't know. It seems to have identified me as "Hans Davis."

ROGER:

Hans Davis? Anyone you know?

SNAKE:

No.

ROGER:

You've never been in this lab before...Have you?

SNAKE:

Never.

ROGER:

Well, there are two possibilities. Either the machine is broken or you're "Hans Davis."

SNAKE:

Knock it off. I've never gone by that name.

ROGER:

Well, it bugs the hell out of me what happened, but you've been granted access as Hans Davis, so you should be able to get through the East Wing. Check the room.

SNAKE:

Right.

-Game-

(SEND)

SNAKE:

Roger, the door opened. I was granted access to the quarters.

ROGER:

What's going on here?!

SNAKE:

Your guess is as good as mine. The security system identified me as Hans Davis. Can you check that name out?

ROGER:

Absolutely. In the meantime, go see if Flemming's inside.

SNAKE:

Right.

-Snake walks into the room-

???:

Mmm! Mmm! Rrrg...

SNAKE:

Take it easy Let me get that bag off your head.

-Leone appears with soldiers-

SNAKE:

Damn!

(CALL)

ROGER:

Snake

LEONE:

Well, well. You must be Snake.

SNAKE:

...Leone, is it?

LEONE:

The legendary Solid Snake. Mercenary of mercenaries. A superhero straight out of the American comics. But to me, you're no more than a hapless clown.

LEONE:

No, not even a clown. You're nothing like that...

SNAKE:

Like what?

LEONE:

Each time your master throws you a stick, you go to fetch it -- bring it back with a wagging tail. You're just a pitiful dog.

SNAKE:

...

LEONE:

The U.S. Government got you this far. You couldn't even tie your own shoes without Uncle Sam's help.

SNAKE:

...A ridiculously large gun, huh...?

(CALL)

ROGER:

Snake, Alice is searching for a way out. You've got to buy her some time.

SNAKE:

...But I'd say "Hog" is more fitting than "Lion." How do you get around with that spare-tire gut?

LEONE:

...

-A soldier draws his rifle toward Snake-

SNAKE:

Why does such a big boy like yourself need to hide behind so many men? Can't hold your own in a fight?

LEONE:

I don't need troops to beat the likes of you, Snake. But there's no time to play. We've got something much more important to take care of.

SNAKE:

It's Pythagoras, isn't it? What makes it so special? What is it exactly, and why are you searching for it?

LEONE:

You know, Snake...Flemming is a key element to fulfilling your mission. It's too bad I have to snuff out that element. Right here. Right now.

-Leone blast Flemming with his gun-

SNAKE:

!!!

LEONE:

Looks like doggy went to fetch the wrong stick.

-Leone aims at Snake-

LEONE:

Finish him.

-Leone talking to the soldier that had his rifle drawn at Snake-

LEONE:

I'm sure his master will bury him in a pet cemetery along with all the other loyal dogs.

-A stun grenade is thrown-

-knocks out two soldiers, including the one that is aiming at Snake-

LEONE:

Damn! A survivor...

-Snake runs out the room and fires his SOCOM at Leone-

-Leone exchanges it back-

TELIKO:

Over here!

SNAKE:

And you are?

TELIKO:

Swallowtail.

SNAKE:

Huh?

TELIKO:

Get rid of the enemies and get out through the exit on the north side!

ROGER:

Do what she says, Snake!

-Game-

TELIKO:

You're lucky we ran into each other. According to Yin and Yang, finding a butterfly in the first throes of spring foretells good luck throughout the year. Actually, finding a yellow butterfly or swallowtail brings good luck, but a white one is bad luck. I'm swallowtail -- bringer of good fortune. Understand?

SNAKE:

...Sorry. I don't get it. You lost me at the Yin and Yang part.

TELIKO:
Basically...

(CALL)

ROGER:
...Hahaha! That's enough. Long time no see, Teliko. It's great to hear your voice again.

TELIKO:
Hello, Colonel. It has been a while.

ROGER:
I saw your name on the HRT list, so I thought...

TELIKO:
I may be the only one left.

ROGER:
Was it Leone's unit that...

TELIKO:
Yes. Are you with the CIA now, Colonel?

ROGER:
I am.

SNAKE:
Roger.

ROGER:
Oh, yes. Sorry. Teliko, this is the moment you've been waiting for. The real deal is standing right in front of you.

TELIKO:
I'm Teliko Friedman.

SNAKE:
Solid Snake.

TELIKO:
You mean, this is...

ROGER:
Back when I was a visiting instructor at the FBI, Teliko was just a rookie. I told her all about you.

TELIKO:
That's right. Hearing about Solid Snake's adventures really inspired me.

SNAKE:
What kind of fairy tales did you feed her, Roger?

ROGER:
Not fairy tales. All the stories are recorded as factual events. I'm in a position to know.

SNAKE:

We have more important things to worry about right now, Roger. One of them being that Flemming wasn't really Flemming.

ROGER:

Hmm. The imposter might've been one of Leone's men.

TELIKO:

The real Flemming was taken to BRC-026.

SNAKE:

What?

TELIKO:

I caught an earful of some soldiers' complaints when they were ordered to move him. I heard the name Flemming. So I decide to follow..

ROGER:

You followed them? So you must know what room he's being held in, too.

TELIKO:

Yes. And I got a good look at his face. I know it was Flemming as soon as I saw him.

ROGER:

So when Gary told us that Flemming was being kept in the residential quarters...

TELIKO:

Gary?

ROGER:

He's one of the lab engineers. It seems the lab workers were forced onto a boat and shipped somewhere, but he managed to escape.

TELIKO:

That's highly questionable. It's hard to believe someone could get past Leone so easily.

SNAKE:

Maybe Gary is one of Leone's...

(CALL)

GARY:

Don't be ridiculous. I'm Gary. 100% Gary Murray. No more, no less. I know I saw them taking away Dr. Flemming.

ROGER:

Maybe Leone allowed Gary to escape, knowing that he would lead us in the wrong direction with false information.

GARY:

So you're saying that...he used me to trap you?

TELIKO:

If you're really who you say you are.

GARY:

That's it. What's your problem, missy?

TELIKO:

Call me "Swallowtail."

GARY:

What?

TELIKO:

The Yin and Yang says that finding a butterfly in the first throes of spring...

GARY:

I have no idea what you're rambling about.

SNAKE:

I had to suffer through that whole speech.

TELIKO:

I didn't expect you to be such an impatient man.

ROGER:

I know how he feels.

TELIKO:

...

ROGER:

Snake, I want you to head to BRC-026 with Teliko. We can trust her intelligence.

SNAKE:

You mean, she gets to tag along?

TELIKO:

I'm much more familiar with how this place works. You'll be needing my help, won't you?

ROGER:

The two of you should go together.

SNAKE:

All right, all right. Gary, just lay low in the office.

SNAKE:

Gary. Are you listening?

SNAKE:

Gary. Come in, Gary!

TELIKO:

I don't know about him...Seems a little shady.

SNAKE:

...Hm? Are you wearing perfume, Teliko? On a mission?

TELIKO:

Don't be silly. Why would I do that?

SNAKE:

What's that smell, then?

ROGER:

We don't have time to deal with Gary now. Head north to BRC-026. Now's

our chance to find Flemming. Don't forget, Teliko can use each card 3 times.

TELIKO:

It's my best feature.

ROGER:

However, her LIFE is lower than yours, Snake. Be careful out there.

SNAKE:

Right.

Flight 326

MINETTE:

But what if I find the bomb? Then what? Do I have to, like...turn it off or something? This isn't like...one of those reality shows or anything, right, Alice? A lot of TV shows in England have started having movie stars on, and then they, like...get tricked on the air. That's not what's happening here, right? Alice? Are you listening?

ALICE:

Enough talk. Just keep looking, OK?

MINETTE:

You just keep telling me to look, Alice. Aren't you the one with second sight?

ALICE:

If I don't concentrate, my senses scatters and I lose sight.

MINETTE:

So concentrate, then.

ALICE:

I can't. Something's bothering me right now. Three people were murdered on that plane. Each of them has a number carved into them could those numbers be...No, it can't be him. But even if he's not directly responsible, he could be involved somehow. No. Maybe someone is trying to frame him. That would make more sense. But still...

MINETTE:

Come on, Alice. Concentrate!

ALICE:

...

-Dolls appears else where on the plane-

ELSIE:

So, all these planes belong to us now?

FRANCES:

That's right. Every plane in U.S. airspace is under my control. I can do whatever I want with them. If the U.S. government doesn't treat me right, those passengers'll suffer.

ELSIE:

Boy, I wouldn't want to get on your bad side!

FRANCES:

You'd better not! That reminds me...Did you keep your promise?

ELSIE:

Yeah. I wrote "5", just like you said. But the woman next to me started screaming and I got all panicked, so I had to kill her, too...

FRANCES:

...

BRC-026

SNAKE:

What is that awful smell?

TELIKO:

When I first came in, it made me nauseous, too.

SNAKE:

Spray some of that perfume you're wearing, Teliko.

TELIKO:

But I'm not wearing any perfume!

(CALL)

ROGER:

Snake, I checked up on the name you were denitrified as by the security system: Hans Davis.

SNAKE:

...Ugh.

ROGER:

What's wrong?

SNAKE:

I've got a splitting headache.

ROGER:

Take the headache medicine attached to your CHAIN. And Snake, I found out quite a lot.

SNAKE:

Let's hear it.

ROGER:

Hans Davis was the top dog at the laboratory several years ago. He was Flemming's supervisor, and presided over various research projects. He was on loan from BEAGLE as a lab chief, but has no records on file before that. When Hans first arrived, witnesses attest that dozens of children were taken from the main island to Lobito Island by boat.

TELIKO:
Children?

ROGER:
No one ever heard from them again. Locals say that droves of children being lured into a boat conjured up an image eerily reminiscent of "The Pied Piper of Hamelin".

SNAKE:
...

TELIKO:
Could those children have been used as test subjects for the new drug?

ROGER:
I don't know. But apparently, Hans is the type of man who'll use any means, fair or foul, to get what he wants.

(CALL)

GARY:
That's not where the Ritual of Conjunction was held.

SNAKE:
Gary?

ROGER:
...Conjunction?

GARY:
Test patients for the new drug were forced to sleep in that storehouse -- packed in like sardines. An accident caused most of them to die. They were closed in for quite a while...A lot of people died in there, Snake.

SNAKE:
Where are you, Gary?

GARY:
Would you like to know about Hans Davis?

SNAKE:
Do you know something about him?

GARY:
H-Ha ha ha ha...

SNAKE:
What's so funny?

GARY:
Ha ha ha...sorry, Snake. It's just amusing to hear you ask about Hans so... earnestly. Hahahaha!

ROGER:
What are you laughing about?!

GARY:
A new drug was definitely being developed in this laboratory. But it's not your typical combat enhancer. It's the proverbial golden egg. One that will hatch into riches beyond our wildest dreams

TELIKO:

What's that mean? What are you hiding from us?

GARY:

All I wanted was the ACUA research data.

SNAKE:

AUCA?

GARY:

The structural formulas, biosynthetic/metabolic pathways, and of course the clinical test data. I wanted all of it. Then I'd have to get Flemming to crack the code for me. I was waiting so long for my big break, cooped up in this depressing lab.

ROGER:

So Pythagoras is encoded?

GARY:

Pythagoras? You think I give a damn about Pythagoras? For all I care, your team, BEAGLE, and that giant tub of a soldier can kill each other over it.

ROGER:

Pythagoras has nothing to do with ACUA then?

GARY:

Snake, can you tell me with a straight face that you haven't the slightest clue about Pythagoras?

SNAKE:

...Why would I know anything?

GARY:

Wow. I suppose "No. 16" doesn't ring a bell either. Seems like you're all still groping around in the dark. About Solid Snake's involvement too, I suppose.

ROGER:

What was that?

GARY:

Children were kidnapped and brought to this island. Locals were even comparing it to "The Pied Piper of Hamelin," believe it or not. Boy, did they hit the nail on the head. The locals are surprisingly more in tune with what's going on than you are.

ROGER:

Gary, what do you know about Solid Snake?!

GARY:

I'll let you figure it out. Just ask yourself, Snake. Were you involved with the research some how? Why were you granted full access at the retina scan? And why were you denitrified as Hans Davis?

SNAKE:

...

ROGER:

Don't listen to him, Snake.

GARY:

Your beloved Pythagoras is...Metal Gear.

SNAKE:

W-What?!

ROGER:

...

GARY:

Pythagoras has something to do with a weapon called "Metal Gear."

SNAKE:

Metal...Metal Gear...

ROGER:

Out with it, Gary!

GARY:

Hm hm hm. I'm afraid I'll have to be signing off soon. Thanks to all of you and your big "mission," those soldiers were drawn out of my hair, buying me just enough time to obtain the ACUA data. Not only that, but you even filled me in on Flemming's true whereabouts. Just look at our little informative session here as my heartfelt thanks to you. But I'm a busy man. I'll be needing Flemming to help me turn this data into several large briefcases full of presidents. Funny how, without the code, this data is just a jumble of rubbish. Oh, and to answer your question, Snake...I'm just a stone's throw away from BRC-026. Let's see who can get to Flemming first, shall we?

SNAKE:

...

GARY:

If Flemming cracks the code, he'll be nothing more than a waste of space to me. After all, there's no need for two ACUA developers.

SNAKE:

Gary...You wouldn't...

GARY:

How does it feel to talk with a soon-to-be BILLIONAIRE?

ROGER:

Gary! Come in, Gary!

SNAKE:

Roger, What's all this about Metal Gear?

ROGER:

...It was previously discussed as a possibility.

SNAKE:

So you knew.

ROGER:

One of our investigators stated the possibility of a nuclear development project taking place in the Physics and Chemistry Laboratory. But there wasn't any smoking gun proof of it. It was nothing more than a possibility.

SNAKE:

Even if it was the slimmest of possibilities, it should have been put under investigation.

ROGER:

Truth be told, it was. But we were pressured out of it before we could really get down to business. A very powerful individual is behind BEAGLE.

SNAKE:

...

TELIKO:

What is Metal Gear, Colonel?

ROGER:

It's a nuclear-equipped walking battle tank. Once the strict property of the United States, but due to a leakage of military secrets, other countries were equipped with enough technical capability to build their own.

TELIKO:

Nuclear-equipped? Why would something like that be in this lab? Who would do such a thing? And for what purpose?

ROGER:

You can bet the house that BEAGLE is behind this. But still, could Pythagoras really be Metal Gear?

SNAKE:

It makes perfect sense to me. That would mean Leone's unit is after Metal Gear.

ROGER:

Do those bastards plan on firing a nuke at the United States of America?

SNAKE:

Roger, can you zero in on Gary's location?

ROGER:

How about it, Alice? Can you find Gary?

ALICE:

...

ROGER:

Alice?

ALICE:

Hm?

ROGER:

What's on your mind?

ALICE:

Just...something's bothering me.

SNAKE:

What is it?

ALICE:

Nothing important. Roger, there's no sign of Gary. I can't seem to view him for some reason.

ROGER:

I see. At any rate, we know that Gary was after the AUCIA data. I'll report back to headquarters that Pythagoras could very well be the development plans for a Meta Gear. But Snake...I intend to withhold any mention of your name or previous involvement with Pythagoras from my report. And I won't be asking any question about your connection to Hans Davis for the time being.

SNAKE:

I don't mind. Let them think what they want about me.

ROGER:

No, Snake. If they have any second thoughts about your intentions, it could jeopardize our mission. Your presence is vital to this operation, and important to me. The only lead we've got left is Flemming. Find him before Gary does. Flemming's corpse can't help us.

TELIKO:

Gary was serious, Snake. If he gets there before us, Flemming's life is in danger. Let's hurry.

ROGER:

Head for BRC-026, Snake. And find Flemming immediately.

SNAKE:

Right.

-Game-

(SEND)

SNAKE:

Roger, we're standing in front of BRC-026.

ROGER:

Well done. Where's Flemming, Teliko?

TELIKO:

He should be on the first floor of the East Wing, if they haven't moved him. But getting the doors open might take some ingenuity.

ROGER:

What do you mean?

TELIKO:

The doors are separate from their open/close devices.

SNAKE:

Separate?

TELIKO:

Doors in each section work together with various terminals in the building. Stand in front of a terminal, and it's corresponding door will open automatically. But leaving that spot will cause the door to close.

SNAKE:

So one person stands in front of the terminal, and the other one can get to the next room. Then the one in the next room heads for the next terminal to get his partner in. Cooperation at its best. What a nuisance.

TELIKO:

But this system prevents people from moving throughout BRC-026 unless there are two or more in the party. Even if Flemming were to escape capture somehow, the door system makes it impossible for him to leave the room alone. It's the ideal detention facility for prisoners.

SNAKE:

So how did Gary get in then? He's alone, right?

TELIKO:

That's true. Maybe he knows of some way to trick the system.

ALICE:

Snake, I've got a question for you, sir. Do you know what kind of story "The Pied Piper of Hamelin" is?

SNAKE:

Where'd that come from all of a sudden?

TELIKO:

Well, some lanky flutist relieves a rat-infested town of its rats, then goes off somewhere with a group of kids and disappears. One of Grimm's classic, right?

ALICE:

It's a true story. On the night of June 26, 1284 in the village of Hamelin, about 130 children vanished -- all at once.

TELIKO:

That really happened? What does this have to do with Snake?

ALICE:

Nothing...

-Flash-

SNAKE:

...Urgh...

TELIKO:

What's wrong, Snake?

-Seeing through Snake's eyes-

SNAKE:

I don't know. It's another headache.

???:

Hans...Wake up, Hans....Hans Davis. Open your eyes.

ROGER:

...Snake?...Snake?

SNAKE:

...Huh?

ROGER:

What happened, Snake?

SNAKE:

Nothing...I'm fine. For a second...something in front of me...

ROGER:
Snake, you~~致~~ got to find Flemming immediately.

SNAKE:
Right.

-Game-

SNAKE:
Keep watch here, Teliko. Make sure nobody gets in.

TELIKO:
You can count on me. But Snake, please be careful. If something happens I'm right behind you.

ROGER:
Hurry up, Snake! There's not time! Crawl through the air duct to Flemming's room.

SNAKE:
Right.

-Snake climbs up a ladder and crawls through the duct-

(CALL)

ROGER:
It looks like he's being held directly below.

SNAKE:
Right.

-Snake crawls out and down to Flemming's room-

SNAKE:
Dr. Flemming.

-Flemming's back is turned toward Snake-

???:
Welcome back, Hans.

SNAKE:
What?

-Flemming turns around-

SNAKE:
Gary! Did you already...

FLEMMING:
What? Kill Flemming? Of course not.

FLEMMING:
I am Flemming. And you...you're Hans Davis. Welcome back, Hans.

SNAKE:
What is this?!...Unnrrg...

-Flash-

SNAKE:

Annggh! My head...Gungh!

-Flash back scene with Snake and Flemming-

FLEMMING:

The Ritual of Conjunction has never been attempted with humans. Who knows how many days it'll take?

HANS:

We have plenty of time. Just wait patiently....Which kid are you betting on, Flemming?

FLEMMING:

I'd say No. 104.

HANS:

104? He has such a delicate frame. I don't see a potential Neoteny in 104. Not at all.

-Present time-

-Snake is laying on the floor-

SNAKE:

...I ordered Flemming...to bring about the Neoteny...in this lab...

(CALL)

ROGER:

...Sna...!...Snak...Gi...so...! It's no good...wave...disturba...nake! Com... in...Snake?

FLEMMING:

Is it all coming back to you?

SNAKE:

But, Gary...You stole the ACUA data...

FLEMMING:

Stole ACUA? We're the owners. You and I are the creators. I was just putting on an act in front of Roger a little while ago that speech.

SNAKE:

An act? For what?

FLEMMING:

I wasn't sure if you'd really lost your memory or why it happened. Or if you were putting on an act yourself. I just couldn't tell, so I had to test you. I threw all kinds of hints out there for you.

SNAKE:

Gary, so you池e...

FLEMMING:

I guess you still haven't fully regained your memory. I'm William Flemming. And you...You're Hans Davis. BEAGLE executive, and head of this laboratory.

SNAKE:

BEAGLE executive?

FLEMMING:

BEAGLE is one of the world's largest financial conglomerates. Big business, Hans Providing much-needed aid and support to developing countries worldwide. Of course, that's only what gets fed to the public. In reality, it's an enormous munitions company established to appease profit-hungry big wigs in the U.S. government and financial circles.

SNAKE:

...

FLEMMING:

You can bet your potatoes that where there's a regional conflict, BEAGLE will be there. On the scene to provide humanitarian aid to refugees via transport planes chock full of firearms and ammo. At times they even fabricate crises. All sorts of tragedies were fabricated in order for BEAGLE to profit immensely off the long standing Moloni conflict. those tragedies led to justification for military action, combat expansion, and to a hefty increase in defense spending. Conflicts provide excellent business opportunities.

SNAKE:

...

FLEMMING:

So, instead of ammunition, you and I created a new type of weapon, right here in this lab. Doesn't any of this ring a bell?

SNAKE:

Metal Gear.

FLEMMING:

Exactly. A weapon tens of thousands of times more profitable than ammunition. Where did you go all of a sudden, Hans? You just vanished. What the hell happened to you? I mean, did you get amnesia in some accident?

SNAKE:

...

FLEMMING:

When I first caught a glimpse of you in the security camera, it made me shudder. I thought, "The heroic image he won as Solid Snake is a thing of the past." "Why is he marching around like a soldier again?" "What could be his underlying motive?" I couldn't figure it out.

SNAKE:

...

FLEMMING:

BEAGLE thought that Solid Snake, the quintessential soldier, would be an idol role model for the children. And you had agreed, so you were itching to find someone to follow in your footsteps. You accepted BEAGLE's offer, and became Hans. That was years ago.

SNAKE:

If that's true, then why do I only remember being Snake all these years?

FLEMMING:

You must have created false memories once you returned to begin Snake, in an

attempt to forget you were ever Hans Davis to being with.

SNAKE:

...

(CALL)

TELIKO:

Snake! What are you doing?! Hurry up and get back here!

SNAKE:

I'm not Hans Davis.

FLEMMING:

I beg to differ. You mentioned "Neoteny." The execs at BEAGLE like to call him "Mind Bender" or "Puppet Master." But the only tow people familiar with the term Neoteny are you and I, Hans. No one else. That proof that your memory's coming back.

SNAKE:

...

FLEMMING:

What else can you remember?

SNAKE:

A lot of children were...completing here. The two of us were watching.

FLEMMING:

That's definitely a memory of the Ritual of Conjunction we held here.

HANS:

...

FLEMMING:

Just a little more time and you should be able to remember everything. You're Hans Davis. You were conducting research here, with me.

HANS:

No! Come on! Don't change my name to "Hans" on the screen!

SNAKE:

I can't even take my eyes off for a second.

FLEMMING:

When your memory recovers, you'll know everything....That's right. You won the bet. I bet on No. 104. but the survivor, and Neoteny was...your pick: No. 16 gained control over them all.

SNAKE:

No. 16?

FLEMMING:

You've got to help me, Hans. I'm being threatened. My daughter, Constance, has been taken hostage. No. 16 seeks revenge -- on us. It's a hijack.

SNAKE:

Flight 326?

FLEMMING:

Yes. No. 16 contacts me from time to time, boasting. The pilot and copilot have been killed, and numbers carved into their corpses. Can't you see what's going on? No. 16 is calling to you through those engravings. Saying "I'll never forget you. You're Hans!" It's No. 16's way of lashing out at you, the man who lost his memory and vanished from the lab. No. 16 wants you to recall his anger. To feel it. Those number spell out a message of bitterness from No. 16, to you, Hans.

SNAKE:

...Numbers? A message to me

FLEMMING:

Roger and the others can't hear s right now, Hans. Put on your Snake routine again, just for a while, and stall the operation.

SNAKE:

I...

FLEMMING:

While you're trading blows with the Leone Unit, I'll take care of everything. We'll be fine. I've got an idea. And make sure to feign ignorance of Flight 326.

SNAKE:

Who is No. 16?

FLEMMING:

They all lost their names and parents when they were brought to this island. You should know that. Even if you can't remember everything, it doesn't change the fact that you and I created No. 16. You're my mentor, whom I have the utmost respect for...Hans Davis. And to Neoteny and those dead children, you're their beloved Solid Snake -- the legendary mercenary.

TELIKO:

Snake! Respond!

SNAKE:

...

FLEMMING:

It seems you haven't fully regained your memory yet. I can't give you the research data until you're back to your old self. I'll hold onto it for now.

-Flemming shows the disc to Snake-

SNAKE:

Pythagoras?

FLEMMING:

That's right. It's protected by your one-of-a-kind cryptosystem, which can't be hacked by even the most powerful of supercomputers. But, since you designed it, I'm sure you could break into Pythagoras as soon as your memory comes back. It's a new weapon -- revolutionary in global proportions. You and I brought it into this world.

SNAKE:

Hand it over!

-Flemming puts away the disc-

FLEMMING:

I don't think so. As long as you're "Solid Snake." I won't give it to you. I'm going now. In order to get my daughter back from No. 16, I'll just have to keep following the kid's orders. But there still a glimpse of hope. Something that only I know about. The only one thing No. 16 wants to project. That's why I have to go to FAR, and prepare for a showdown. You'll eventually go back to FAR as well. It痴 your throne room in a sense, Hans.

-Teliko open fires on Flemming-

FLEMMING:

Aw!

-Flemming drops the disc-

SNAKE:

Teliko!

-Flemming runs-

FLEMMING:

Y-You! Hmmm...so they...

-Flemming escapes-

TELIKO:

Are you OK?

SNAKE:

I'm fine. But Teliko...He's Flemming. Gary is Flemming.

TELIKO:

I was listening. I tried to hit him in the knees so he couldn't run. But it didn't work. What's that?

SNAKE:

It's the Metal Gear data. Known as "Pythagoras."

TELIKO:

So you got it.

SNAKE:

But it's still encoded. We can't crack it unless we hunt down Flemming.

TELIKO:

Didn't you write the code?

SNAKE:

No!

TELIKO:

So what was he talking about, then? All that about your "Ritual of Conjuraton" memories...

SNAKE:

Don't be deceived, Teliko!

TELIKO:

By him? Or you? Hand me the disk, Snake. Or Hans, is it?

SNAKE:

Teliko!

TELIKO:

Let me hold onto the disk. I can't let you have it now that you're under suspicion. Hand it over, Snake.

-Snake gives the disc to Teliko-

TELIKO:

Let's take this way out. Time's run completely, and enemy soldiers have started to mass.

SNAKE:

You want to leave now? But without Flemming...

TELIKO:

We can't crack the code? There's no such thing as an uncrackable code, Snake. We've got to disk, so we can extract the data. Oh yeah. Take this.

-Teliko gives Snake and card key-

TELIKO:

It's a "Card LV. 2". Compliments of one of Leone's goons.

SNAKE:

...

TELIKO:

I want to trust you. After all, you're my hero.

SNAKE:

...

TELIKO:

Anyway, let's get out of here. If you're killed. It won't make a difference who you are -- Snake, Hans, or Goldilocks. Death doesn't discriminate.

SNAKE:

Got it.

(CALL)

ROGER:

...Snake! Snake!

SNAKE:

Roger.

ROGER:

Good. Seems like the Codecs are working again.

TELIKO:

We got the data, Roger.

ROGER:

Pythagoras?

TELIKO:

Affirmative.

ROGER:

Only Pythagoras? What about Flemming?

TELIKO:

You'll never believe it, Colonel. No time to explain now Enemy soldiers.

ROGER:

Right. We can talk later. Just get out of there!

ALICE:

I see lots of soldiers. They're every where!...The storehouse. Go back to the storehouse in the south. Take any other way to leave BRC-026 and you'll be killed. Soldiers are waiting on masse.

-Flash-

ROGER:

Snake. Snake!

SNAKE:

...Yeah.

ROGER:

What is it? Another headache?

SNAKE:

No...

ROGER:

Were you listening, Snake Leave BRC, and head for the storehouse.

SNAKE:

...Right.

-A scene with Roger and Charles-

CHARLES:

Charles Schmeiser reporting

ROGER:

Oh. It's you.

CHARLES:

Colonel, I have an update and a few things I need to ask you, sir.

ROGER:

Let's hear it.

CHARLES:

It's about the numbers engraved on the corpses. Apparently they actually symbolize letters -- sequenced in alphabetical order.

ALICE:

So it's just as I thought.

CHARLES:

You must be Alice Hazel.

ALICE:

Yes. The first numbers were "14" and "1", then an "11" was found. The stewardess

who was just killed had a "5" on her chest. They say the next person to be killed will probably be marked with a "19". 19,14,1,11,5...We're being shown a numerical sequence.

ROGER:

What does it mean?

ALICE:

It's the ID number that was give to Snake. A string of numbers appeared on the terminal -- 19141115 they're in an alphabetical order.

ROGER:

Order? I don't see it.

ALICE:

The nineteenth letter of the alphabet is "S," the fourteenth "N," the first "A," eleventh "K," and fifth "E..." Lining them up in order, 19141115, spells SNAKE...It would be naive to call this a code.

ALICE:

Nothing was hidden. The goal here was to make a statement. Someone left Snake a message.

ROGER:

Message?

CHARLES:

Our team at headquarters suspects this crime was committed by someone holding a grudge against Snake. Which leads to my first question. Why Was Snake assigned to this mission, which is exactly what the hijacker seemed to want?

ROGER:

...What are you getting at?

CHARLES:

And why were you so eager to take part in this mission, Colonel?

ROGER:

What?

CHARLES:

You haven't been involved with an actual combat mission n over ten years, sir. Why the sudden change of heart? You were all over this mission before I even had a chance to volunteer. To be honest, I was surprised at how quickly you jumped on it.

ROGER:

Are you doubting my intentions?

CHARLES:

Would you be kind enough to answer the question?

ROGER:

I refuse.

CHARLES:

...Next question. You were in charge of selecting of suitable agent for this mission. Who recommended Solid Snake to you, sir?

ROGER:

...

ALICE:

...

CHARLES:

There's a very strong possibility that the hijacker, or someone closely connected to the crime, gave you that recommendation, Colonel.

ROGER:

...

CHARLES:

Colonel, this is a very serious situation. I was ordered to interrogate you. What if "Snake" isn't the same Snake that you know, Colonel?

ROGER:

Are you saying he's someone else?

CHARLES:

I'm saying that even if he is Snake, losing his sanity could make him into a different person.

ALICE:

The human mind is very fragile. I wouldn't be a bit surprised if Snake had lost his mind -- after all the intense combat stress he's endured.

ROGER:

But appointing Snake to this mission was...

CHARLES:

Yes?

ROGER:

No...never mind.

CHARLES:

...Just make sure to report back anything strange in his actions or words from now on.

ROGER:

So you expect me to keep a suspicious eyes on Snake?

CHARLES:

Just ask yourself, Colonel. Can people who "trust other irrationally" get the job done right?

ROGER:

Taking cheap shots at my past now?

CHARLES:

As you know, Colonel, I've been suspicious of Lobito Physics and Chemistry Lab activities for some time. I suggested the possibility of nuclear arms development -- namely a Metal Gear project -- talking place there. I also proposed that Lobito is BEAGLE jugular, and it needs to be exposed for what it really is. But high-ranking officials gave in to political pressure, and wouldn't even consider pursuing it. This mission is our first, and possibly last change to expose BEAGLE to the world.

ROGER:

...

CHARLES:
Signing off.

-Back to BRC-026-

SNAKE:
Roger, we made it to the storehouse.

(CALL)

ROGER:
...Hmmm.

SNAKE:
What's wrong?

ROGER:
It's nothing, Snake. Give me an update on Flemming. The Codec was acting up, so I wasn't able to listen in.

SNAKE:
I see...

TELIKO:
Gary was Flemming.

ROGER:
What?

SNAKE:
Gary was there. His real name is William Flemming.

ROGER:
G-Gary is Flemming?!

SNAKE:
Yeah. He was developing ACUA in this lab.

ROGER:
So Gary also had Pythagoras?

SNAKE:
Yeah. Since he's actually Flemming. And...Pythagoras is apparently data for Metal Gear, just as we thought.

ROGER:
How can we decode Pythagoras? Is there some sort of cryptanalysis procedure?

SNAKE:
I wasn't able to ask about that.

ROGER:
That's not encouraging. We only have two hours left, according to the hijacker's demands. That's not enough time for us to break the code here. Looks like we need Flemming. Oh, and Snake...Why did he hand you the disk so readily?

SNAKE:
Roger...

ROGER:
I just received a report from headquarters. Apparently the hijacker is harboring some personal grudge against you. And there's a possibility that you're involved with this incident.

SNAKE:
...

ROGER:
Do you know anything about this?

SNAKE:
Nothing.

ROGER:
I trust you, Snake. It's just that...

TELIKO:
Colonel, I overheard the entire conversation between Snake and Flemming.

ROGER:
And?

TELIKO:
Snake checks out fine. I'm sure of it.

SNAKE:
Teliko...

TELIKO:
...

ROGER:
Just carry on with the mission, Snake. We've got to get that code from Flemming. I know you're not about to throw in the towel. And I still have something to check on, too.

SNAKE:
What is it?

ROGER:
...Don't worry about it.

SNAKE:
Right.

ROGER:
I believe you, Snake. Through thick and thin, you have my trust. Is that clear?

SNAKE:
Can I ask you something, Roger? Is it possible to implant one's memory into another person? As if that person had actually experienced everything stored in the other memory?

ROGER:
Another person's memory? I heard something similar to that in the past. Can't remember the details though. Are you...experiencing symptoms...?

SNAKE:

No, I'm fine. Just forget it.

ROGER:

...

SNAKE:

Teliko...Thanks.

TELIKO:

I need to apologize. I do trust you.

SNAKE:

But...

TELIKO:

You've always been a hero to me, Snake. Don't let me down, OK?

SNAKE:

...

-Leone appears-

LEONE:

Snake!

SNAKE:

...Leone.

LEONE:

If you refuse to run, I'll just have to stomp you out.

SNAKE:

...

LEONE:

The "Legendary American Hero," huh? This should be fun.

SNAKE:

...

TELIKO:

I don't like this, Snake. It looks like that exit is our only way out. We have to do something about Leone, or we're trapped in here.

LEONE:

Have you found out anything about my troops and I?

SNAKE:

You're a group of angry soldiers, who lost their countries to the U.S. control?

LEONE:

Unlike my troops my homeland wasn't stolen. But you got the "angry" part right. I am very, very pissed. I've dreamt only of crushing the United States, ever since that awful time.

SNAKE:

...

LEONE:

I was once like you -- serving America as a soldier -- a damn patriot. My name was Jeff Jones. But BEAGLE had, and still has, a low opinion of me. So they crushed my pride.

SNAKE:

You want Pythagoras. Is that why you're here?

LEONE:

I got a call out of the blue. Without his info, I couldn't have attacked BEAGLE. I had no way of knowing about Pythagoras being holed up in this lab, or about Flemming.

SNAKE:

Info? From who?

LEONE:

You're in the way, Snake, I want my revenge and you're making things difficult. I can't share Pythagoras or Flemming with you. They're all mine.

(CALL)

ROGER:

Snake! So it's Leone.

ALICE:

I'll find an escape route for you. Just stay alive long enough for me to find it, OK?

LEONE:

You're an annoyance, Snake. A real eyesore.

SNAKE:

We can't escape, Teliko. But there's one of him and two of us. I'll attack him straight on, then you can unload on his blind spot. That should at least give us a feel for his tactics.

TELIKO:

OK?

LEONE:

Die, Snake!

-Game-

LEONE:

You think that you have a chance of beating me...Well that's a fatal error...

(CALL)

ROGER:

He's a die-hard fighter, Snake, and recovers much too quickly. At this rate, he'll kill you. Alice spotted an emergency exit in the north west section of BRC. That's your means of escape. Go for the emergency exit!

SNAKE:

Right.

(CALL)

ROGER:

What's the word, Snake?

TELIKO:

Colonel, we've escaped from the storehouse. There's a bridge in front of us.
What should we do?

ALICE:

I can see it! It's a drawbridge with a single leaf opening, that can be raised
or lowered.

ALICE:

Don't go any further west. I sense something deeply disturbing that way.

ROGER:

FAR is to the north anyway. Snake, cross the drawbridge to the north.

SNAKE:

Got it.

Chapter 5: Decoy Octopus? Can't be! [MGAV]

Flight 326

MINETTE:

I can't find it. There's no bomb anywhere. The bad person must be lying about
it.

ALICE:

No no. It's in there.

MINETTE:

So why don't you, like tell me exactly where?!

ALICE:

Just take it easy, OK? Don't give up, Minette.

MINETTE:

You're not even on this plane. So you're not scared. It's not like you're in any
danger of dying. That's why you can just take it easy. But things are different
up here.

ALICE:

...

MINETTE:

If this plane goes down and I die, I wonder if it'll hurt.

ALICE:

...

Right.

-Game-

(SEND)

SNAKE:

The drawbridge is up ahead.

ROGER:

Be quick. FAR is just a stone's throw away.

SNAKE:

Right.

-Game-

Drawbridge

(SEND)

ROGER:

Snake, cross the drawbridge and head north to FAR.

SNAKE:

Right.

TELIKO:

I'll take the lead.

-game-

-Scene after you control Snake or Teliko to the drawbridge-

SNAKE:

Teliko?

-Teliko draws her gun at Snake-

SNAKE:

What the...

-She fires at Snake, but Snake dodge the bullet-

-Teliko runs across the drawbridge-

-The bridge is raised up-

SNAKE:

Roger, the bridge was raised! Teliko's on the other side!

ROGER:

You've been separated? Hold on...I'm getting a call from her. Teliko, everything all right? Come in, Teliko. Please respond.

TELIKO:

Hahahahahahaha! So sorry, Snake. Everything went so smoothly. I just had to laugh!

ROGER:

Teliko? It can't be. Who the hell are you?

TELIKO:

Did you miss me, Colonel? Did you miss former pupil?

ROGER:

No, you're not Teliko!

TELIKO:

You're getting rusty, Colonel. Hahahahahahaha!

SNAKE:

Who are you?!

TELIKO:

I'm Swallowtail.

ROGER:

What?!

TELIKO:

...Heh heh heh...bye, now!

ROGER:

Snake, you didn't by any chance...had Pythagoras to Teliko, did you?

SNAKE:

...I did.

ROGER:

Dammit! What the hell is going on here?!

ALICE:

Calm down, Roger.

ROGER:

This is too much! Was Teliko an imposter from the beginning?! Go after that bitch and get the disk back, Snake!

ALICE:

Please stop shouting. I'm fairly sure there's an operations room close by which is used to raise and lower the bridge.

ROGER:

Snake, can you see a booth to the south? It might be the operation room. Head to the booth, lower the drawbridge, and cross over it.

SNAKE:

...Right.

-Game-

-You make it near the booth-

-Scene with the booth exploding-

(SEND)

SNAKE:

Roger! The booth has been blown to pieces!

ROGER:

What?!

-Soldiers appears-

-Snake hides-

(SEND)

SNAKE:

Roger.

ROGER:

What is it?

SNAKE:

It's not good. I'm surrounded.

ROGER:

You can't turn back, Snake. She's getting away! Hurry! Eliminate any soldiers in your way. That's an order.

SNAKE:

Yes, sir.

-Game-

(SEND)

SNAKE:

I've eliminated the enemy soldiers.

ROGER:

Forget the drawbridge. Head west, on the double! If she gets away with that data, we're back to square one. Get a hold of that phony Teliko, Snake.

SNAKE:

Yes sir. Heading west.

-Game-

(CALL)

ROGER:

Hold on, Snake.

SNAKE:

What is it?

ROGER:

It's Alice. She...

ALICE:

Wait a minute. I need a little more time.

SNAKE:

There is no time.

ALICE:

Quiet!

ROGER:

Pick up the pace, Alice. At this rate...uggh...This is unbelievable. First Gary, now Teliko. Tell me you're not next, Snake.

SNAKE:

...Roger.

ROGER:

...Sorry. It's just that I've reached my limits.

ALICE:

That's odd...She should've fled north, but I've spotted her.

SNAKE:

Where?

ALICE:

Very close. The building right in front of you.

ROGER:

Isn't that the place you had a bad feeling about?

ALICE:

Yes.

ROGER:

Ebro Tower. According to the intelligence, it was some sort of prototype factory. Maybe she's using it as a base of operations.

SNAKE:

Roger, who are we talking about here?

ROGER:

It's not Teliko.

SNAKE:

But she...or he said was your pupil.

ROGER:

Teliko is a real person. And as a member of HRT, I'm sure she was on this mission. But that...thing wasn't Teliko.

SNAKE:

Then who is it?

ROGER:

BEAGLE-related documents just in from headquarters refer to one "La Clown."

SNAKE:

Clown?

ROGER:

Nationality and gender are unknown. No one's even seen its real face. La Clown is a BEAGLE-hired assassin -- master of disguise and hypnotism. BEAGLE feared their hidden Pythagoras research data would be brought to light, so La Clown was hired to steal it before the Leone Unit or our team could get a hold of it, then to cover it up.

SNAKE:

...

ROGER:

Snake I need you to infiltrate that factory, and get Pythagoras back from Clown.

SNAKE:

Yes, sir.

Ebro Tower

-Snake gets to an elevator in Ebro Tower-

(CALL)

SNAKE:

Roger, there's an elevator. That demented prankster's practically inviting me in!

ROGER:

Hm? What is this?

SNAKE:

What's wrong?

ROGER:

Your image suddenly showed up on this monitor.

SNAKE:

What could that mean?

ROGER:

It's our spy satellite monitor. Your image shouldn't be coming up on this! Snake, are you in front of the elevator?!

SNAKE:

Yes.

ROGER:

Wha...who could be responsible for this? Never mind. You need to o get Clown, Snake. She's a master of disguise. So be careful!

SNAKE:

Got it.

-Snake walks up to the elevator and pushes the button-

-Flash-

SNAKE:

...Ungh...not another headache...

-Elevator opens-

-Snake walks out of the elevator?!-

SNAKE:

!!!

HANS: Who are you?

SNAKE:

I get it. You must be Clown. Disguised as me.

HANS:

Clown? My name is Hans Davis.

SNAKE:

Hans Davis...the guy Flemming was talking about.

HANS:

You've met Flemming? Who are you?

SNAKE:

But...you're my spitting image. And you sure don't look like a fake. This is weird.

HANS: What is your name?

-Snake draws his gun on Hans-

SNAKE:

All right, Clown! Where's Metal Gear?!

HANS:

Oh yes. Your name is...Snake.

SNAKE:

So you know my name. Big deal. I'm sure BEAGLE checked up on the Leone Unit and me.

HANS:

You won't shoot me.

SNAKE:

What?

HANS:

You were overcome by a strange feeling a little while ago, weren't you? I could tell from your face.

SNAKE:

...

HANS:

Are you familiar with the term "doppelganger"? Everyone has two personalities in them. One of them a persona for everyday public life, and the other the exact opposite. The personality lurking in one's subconscious is referred to as the "Shadow" in psychological terms. The Shadow negates its symmetrical opposite, the "Light" person, and in some cases grows the same level. If it manages to grow large enough, it takes on its own shape, separates from the body, and can walk around on its own. And that, my friend, is why we're both here.

SNAKE:

So you're saying that you...are another me?

HANS:

I am you.

SNAKE:

If you're not Hans Davis, you must be Clown -- a master of disguise. Gotta be one or the other.

HANS:

Pull the trigger then. I'll die. But so will you.

SNAKE:

...

(CALL)

ROGER:

What happened, Snake?

SNAKE:

Roger, did you say I'm showing up on the monitor at headquarter?

ROGER:

Yes. The screen is fuzzy, but it's definitely you.

SNAKE:

Is there...someone else on screen with me?

ROGER:

Of course not. If any enemies were on, we'd spot them right away.

SNAKE:

Really? Are you positive there's no one else?

ROGER:

What's gotten into you. Snake? I thought I heard you mumbling to yourself for a while, and now you're clearly acting strange.

SNAKE:

Never mind...it's nothing.

ROGER:

But I...Hm?!...Oh, no. The source is goin...oui.....oon. The scre...cut...sh the Codec...again...wha.....ppening?! Snake, can y...hear...m...?

SNAKE:

...

-Hans takes a few steps-

SNAKE:

So you're...me.

HANS:

I'm you.

SNAKE:

I'm...Hans Davis...

HANS:

You're the Shadow, and I must be the Light. Or are you the Light, and I the Shadow...? Either way, we have to keep each other half goes with it.

SNAKE:

...

HANS:

Excuse me, but I have an appointment with Flemming. I must get to FAR. See you again, my compatriot.

SNAKE:

Wait! Tell me how to break the Pythagoras code, Hans!

-Hans turns off on a corner-

-Snake tries to follow, but Hans disappears-

SNAKE:

What the hell...? One of Clown's smoke and mirror tricks, maybe?

(CALL)

ROGER:

Can you make it, Snake?

SNAKE:

...

ROGER:

Snake.

SNAKE:

No problem.

ROGER:

OK, then. Ride the elevator and go get Clown.

SNAKE:

...Right.

-Snake goes down the elevator-

-Elevator opens-

-Game-

-Snake enters into a room that looks like a large board game-

SNAKE:

Where the hell am I...?!

ROGER:

What's the word, Snake? Any sign of Clown?

SNAKE:

What the hell is this place, Roger? It痴 like a 3D chess...no...

ALICE:

I saw it, too. It's a board game. If you've come across a game, sir, there's bound to be another player lurking nearby. Be careful.

SNAKE:

Player?

SNAKE:

!!!

SNAKE:

Roger.

ROGER:

What is it?

SNAKE:

This place is covered in land mines. They're all around me. I can't take another step. But it seems just like Alice said. The bastard who laid these mines is lurking around here, just watching me. I can't tell if it's Clown or not.

ROGER:

Use your mine detector to locate the mine. Then use a weapon to shot them out, or crawl through and remove them.

SNAKE:

No problem. Mine removal is like riding a bike.

-Snake shoots a mine to his right-

TELIKO:

That doesn't look like a Leone Unit uniform.

SNAKE:

...Teliko.

TELIKO:

How did you know my name?

SNAKE:

No...you're Clown, aren't you?

TELIKO:

Clown? Whatever you say. Either way, I have to beat you to get out of here. We have to fight. There's no other choice.

SNAKE:

...

(CALL)

ROGER:

Snake.

SNAKE:

Roger. Teliko's here. She might be the real thing.

ROGER:

Clown's disguise isn't only visual. She can imitate voice, manner of speaking, and recall past memories. We don't have time to ask her twenty questions just to judge if she's the real Teliko.

SNAKE:

So you don't mind if I fight her either way, huh?

ROGER:

There's no choice -- we have to complete the mission. Take out the enemy and get Pythagoras back.

SNAKE:

Yes, sir.

TELIKO:

Enough chitchat! It's never good to learn your opponent's life story before a fight.

SNAKE:

Can't argue with that!

TELIKO:

As you can see, this place is a giant board game. There have to be at least two players, or the game won't start. and only the winner gets to leave this section. The loser either dies or is left behind to wait for the next player to come along. I've had ample time to check out this section since I was thrown in here. This place isn't like the others. It has it's own rules. I've mastered those rules, and you know nothing about them. Which mean you won't be beating me.

-Game-

TELIKO:

No! Get away from me!

-After defeating Teliko-

ROGER:

Snake, it looks like you won. Does she have Pythagoras?

SNAKE:

I'll check now.

ALICE:

I thought I mentioned this. Clown thinks she's God -- creator and destroyer. She'll destroy her own creation.

ROGER:

...Does she intend to blow the place up? But, if that woman on the ground is Clown, does she intend to take her own life as well?

ALICE:

I just don't know. You better hurry, sir.

ROGER:

Snake, get on the elevator and that woman along. Get out of the factory.

SNAKE:

Right.

TELIKO:

...nng...ugh...

SNAKE:

Can you stand? There's no time to explain. Let's get outta here.

TELIKO:

...!

SNAKE:

Hurry up, or I'll leave you behind!

-Both escapes the board game room through the elevator-

-The board game room blows up-

SNAKE:

Hand over Pythagoras.

TELIKO:

...You think I have it?

SNAKE:

...

TELIKO:

Who are you?

SNAKE:

...

(CALL)

ROGER:

Can you hear me? This is Roger McCoy.

TELIKO:

Colonel McCoy?

ROGER:

Are you...really Teliko? Who am I kidding? As if Clown would be honest with me!

ALICE:

Hello. I'm Alice Hazel.

TELIKO:

Alice? The psychic?

ALICE:

Mm-hm. Tell me something you've never told anyone, something only Teliko Friedman would know. That would be proof you're not an imposter. Talk to me.

ROGER:

But we have no way of knowing if it's true!

ALICE:

We'll know...if I dive into her mind.

ROGER:

Let's try this, Teliko. We've run into some trust issues on this mission.

TELIKO:

Yes, sir.

ALICE:

Ready when you are.

TELIKO:

My father, Collin Friedman, was always surrounded by lots of people. They would often flatter and manipulate my father, a highly decorated hero, to get what they wanted. One day, my father fell under suspicion of being the ringleader of a terrorist organization. He insisted on his innocence. But more and more evidence of his guilt began to surface. He was burned in a avalanche of trumped-up -- scandal charges -- by the media. And later, at a hotel in

Manhattan, he was found with a bullet in his head...Collin Friedman's suicide was all over the press.

ROGER:

Everyone knows about that.

TELIKO:

No, Colonel. My father was murdered.

ROGER:

What?

TELIKO:

A so-called suicide note was found in a bag at the hotel room. I'd never seen that bag before. The note was typed with a computer, a cigarette butt with lipstick on it was found in the ashtray, and the room was heavy with a floral scent.....My father was murdered by the six searchers. Their names were confirmed as...Greg, Arnold, Bob, Edward, Leon, and one other, who I couldn't identify. All of them statesmen in the control of the underworld. My father believed in himself to the very end. He smiled at my mother and I, and said, "some day you'll know the truth."

ROGER:

Alice...are you crying?

ALICE:

It would be more accurate to say Teliko is crying. She seems genuine.

ROGER:

Teliko...so it is you...

TELIKO:

It's been awhile, Colonel. And you are?

ROGER:

He's Solid Snake.

TELIKO:

This...is him? The Solid Snake you told me about, Colonel? Umm...

SNAKE:

...

TELIKO:

You look a little pale.

ROGER:

Teliko, I'll give you a crash course in what's happened so far. We found Flemming, and got a hold of Pythagoras. But an assassin known as Clown was disguised as you, and managed to steal Pythagoras from us. Soon after, she went into that factory

TELIKO:

Clown?

ROGER:

She said she was going to see Flemming. Which means...FAR.

TELIKO:

She wants to see him before he activates Metal Gear.

-Flash-

SNAKE:

Activates Metal Gear...?

ROGER:

Snake, you've got to hurry. Head to FAR with Teliko.

TELIKO:

There's a rope bridge to the north. I think it should get us to FAR.

ROGER:

Snake?

ALICE:

Hold on. Something **痴** not right.

SNAKE:

...FAR...Metal Gear...

ROGER:

Snake?!

SNAKE:

...Roger, it's nothing.

ALICE:

Roger, maybe you should contact Charles. This definitely falls into the "anything strange in his actions or words" category.

ROGER:

...That's true. He also wasn't quite himself in front of the elevator, but...

ALICE:

Some people have different identities -- two distinctly separated personalities -- residing in one body. One personality may repeatedly pop up, take center stage, do what it wants, then go under. What's important to realize is that, when the "doppelganger" is in control, the person himself has no memory of what happened.

ROGER:

...

ALICE:

Do you feel as if, when you look into the water, a complete stranger is staring you back in the face? As if you can only see a mask?

SNAKE:

...Not sure what you're talking about.

ROGER:

Snake?

SNAKE:

Roger, you've gotta trust me.

ROGER:

Of course I trust you. It's just that...

SNAKE:

I'm fine. Let's get back to the mission. What should I do?

ROGER:

Right...Go north with Teliko to the rope bridge. Your destination is FAR.

SNAKE:

Got it.

TELIKO:

I'm a little nervous. I mean, going on a mission with you. It's an honor, Snake.

-Flash-

HANS:

Excellent. Go for Metal Gear. It's my son.

SNAKE:

What?

HANS:

Take it away from Flemming. Its power belongs to me.

TELIKO:

Snake?

SNAKE:

...Yeah?

TELIKO:

Let's move, Snake.

SNAKE:

Teliko, did you just hear a...

TELIKO:

What?

SNAKE:

Nothing. Let's go.

-They go off-

ALICE:

Did you hear that, Roger?

ROGER:

Mm-hm...

Chapter 6: The Snake and The Lion [MGAV!]

MINETTE:

Where could it be...

ALICE:

Minette! I found it! The bomb is embedded in an insulated wall, in the cargo room.

MINETTE:

In the wall?! Then I'll never find it!

ALICE:

There should be fourteen cords bundled together and sticking out of the wall.

MINETTE:

Hold on.

ALICE:

...

-Picture of the bomb-

MINETTE:

...I found them. But I can't tell which cord is the bomb's.

ALICE:

What?

MINETTE:

It looks like the cords are all mixed together, and some of them belong to airplane equipment. There's like a ton of cords here!

ALICE:

What...

MINETTE:

How much time is left?

ALICE:

Honestly speaking very little. It might be...too late.

MINETTE:

Don't give up, Alice! Without you, we don't have a chance. I'll help you. I'm ready to do anything.

ALICE:

.....Thank you.

MINETTE:

Hm?

ALICE:

It's nothing. First things first. We have to sort out those cords, OK? Be careful.

-Scene with Viggo and Lena-

VIGGO:

...Lena.

LENA:

Oh, you're awake, sir.

VIGGO:

Where were you?

LENA:

I was able to move a little, so I wanted to see how things were going in the back. But I didn't make it. I collapsed halfway there, and managed to crawl back.

VIGGO:

...I see. Don't overdo it, OK?

LENA:

I'm sorry for worrying you, sir.

Rope Bridge

TELIKO:

Are you ready, Snake?

SNAKE:

All set.

TELIKO:

We have to take out those Cyphers all at once, or we're in for some serious trouble.

SNAKE:

There's a lot to deal with...everything, OK?

TELIKO:

You nervous?

SNAKE:

No, no. Just worried about you.;

TELIKO:

Aww. How sweet. But if that's a pickup line, give up while you're still ahead.

SNAKE:

I didn't mean it like that.

TELIKO:

Hmm...Sure you didn't. Anyway Snake, if we're caught in Danger Mode, enemy reinforcements are sure to come in droves. And if that happens, we're done for...most likely.

SNAKE:

We'll have to combine our skills to take them out.

TELIKO:

Sounds like a plan. Time to move, Snake. Let's finish this quick, and get on with this mission.

SNAKE:

Yes, boss...I'm right behind you.

-Game-

TELIKO:

We did it.

SNAKE:

Yeah. You're not bad.

TELIKO:

But you're better, Snake. I've always had confidence in my sniping skills, but I'm no match for the "Legendary Hero."

SNAKE:

...Teliko. Look.

-Leone and his unit are on the other side of the bridge-

LEONE:

Go ahead, Snake. Laugh it up.

SNAKE:

Leone, who did this to you?

LEONE:

My unit's been destroyed...Those bastards were wearing our uniforms. They blended in perfectly. Those "zombies" created with Flemming's drugs...the ACUA Troops.

TELIKO:

How does ACUA affect people?

LEONE:

Anyone who has a certain amount of ACUA pumped into him, loses the capacity for independent thought, and can only follow the orders of Neoteny. Human weapons is a good way to put it.

TELIKO:

Neoteny?

LEONE:

Two research projects were being developed in this lab under BEAGLE's orders. Firstly, the production of ACUA Troop, human weapons. Secondly, the creation of a Neoteny to control them.

SNAKE:

...

SNAKE:

So this "Neoteny" is sneaking around somewhere controlling the ACUA Troops as we speak?

LEONE:

That's right. Neoteny is known as the "Mind Bender."

SNAKE:

In that storehouse...

LEONE:

BEAGLE kidnapped 130 kids from several countries, just like the Pied Piper. Apparently all of the kids had psychic abilities of some sort of another. Ones who showed the highest potential of becoming the Neoteny were then chosen using various...methods. The final selection was made in that storehouse. The top ten children to make it through the preliminary selection process were forced inside, and the storehouse was locked down tight....The sole survivor would take the title Neoteny. They called this method the Ritual of Conjunction.

TELIKO:

Ritual of Conjure-what?

LEONE:

According to Eastern lore of the Yin and Yang, bugs or small animals are trapped in a jar, and forced to eat each other alive. A sorcerer then uses the survivor as a kind of familiar. Apparently such demented sorcery actually exists.

SNAKE:

Clown mentioned something about the Yin and Yang.

LEONE:

Clown was inside the plant well before HRT arrived. She might've been hired by BEAGLE to protect Pythagoras and Flemming.

SNAKE:

So who was the survivor of the ritual...the Neoteny?

LEONE:

Someone called No. 16. But No. 16 apparently escaped from this lab three years ago.

TELIKO:

Escaped?

LEONE:

If a Name-Knower ingests ACUA, he'll be reduced to Neoteny's puppet, no matter how strong he was before. A rag doll on strings pulled by Neoteny's will. Supposedly, No. 16 took control of a guard, and marched out the front door with him.

SNAKE:

What's a Name-Knower?

LEONE:

I'm not sure. Everything I've been telling you is information extracted from the lab workers we captured soon after arrival. They didn't say anything else about Name-Knowers. I can say for sure that No. 16 is your hijacker, and that it's an attempt to exact revenge on BEAGLE...I don't think No. 16 gives a rat's ass about Pythagoras. It's all about making BEAGLE, Flemming, and especially Hans Davis, suffer as much as possible. No more, no less.

TELIKO:

But...why would No. 16 order ACUA Troops to attack you? Wouldn't that be taking sides with BEAGLE?

LEONE:

No. 16 is simply just toying with us, and there's more toying just around the corner. Soon ACUA Troops will be sent after, Snake.

SNAKE:

...Who is Hans Davis?

LEONE:

I don't know. The workers we captured only knew his name. No one had even laid eyes on him. Flemming may be the only one who can identify him.

SNAKE:

...Let's move, Teliko.

LEONE:

Where are you two headed, Snake?

SNAKE:

To FAR. Hans Davis and Flemming should be there.

LEONE:

You can't get in. Breaking into FAR is impossible.

SNAKE:

Why's that?

LEONE:

Unless...I help you out. Then it's a whole new ball game.

SNAKE:

...

LEONE:

IF I could just get my hands on Pythagoras and expose it to the public, two or three of the top execs at BEAGLE are finished.

SNAKE:

But the hijacker is demanding Pythagoras.

LEONE:

Both you and my unit were invited to this island as "guest," just to make BEAGLE squirm. Even if you get Pythagoras to the hijacker, I don't think No. 16 will let up. No matter how you slice it, that plane is going to crash. Join up with me, Snake. I'll show you how to get into FAR, and help you get what you need. If you insist on getting Pythagoras, that's fine. I'll be happy with a copy, BEAGLE has to fry!

SNAKE:

Roger...

LEONE:

Roger?

ROGER:

Snake, get Leone on my frequency.

LEONE:

...

SNAKE:

Leone, set your Codec to 145.11.

LEONE:

...

ROGER:

I'm Roger McCoy, commanding officer on this mission.

LEONE:

Truly a please...Roger.

ROGER:

...Right. Snake, you can't get into FAR without Leone's help. Join up with him.

SNAKE:

...Yes, sir.

LEONE:

Now we're talkin'. OK, Snake, first you need to head for the power plant.

SNAKE:

Power plant?

LEONE:

It's in the northeast. You need to disable FAR's frontal security system in order to get in. To do that you'll have to cut the power supply at the northeast power plant. Go on. I'll fill you in on the details later. I need to make preparation here.

-Leone and his unit head out-

ROGER:

Snake, I probably don't need to say this, but be wary of Leone...just to be on the safe side.

SNAKE:

Yes, sir.

ROGER:

Now, go northeast to the power plant with Teliko.

SNAKE:

Right.

Flight 326

-Picture of the bomb-

ALICE:

Blue, then...no. It痴 yellow first, then blue.

MINETTE:

Yellow, then blue. OK.

ALICE:

...

MINETTE:

I cut them.

ALICE:

Next is green. But you have to strip the green cord and only cut the thick wire housed inside. Cutting any of the wires wrapped around it will trigger a relay, so be careful. Slowly but surely.

MINETTE:

I'll give it a shot.

ALICE:

Are you OK?

MINETTE:

Whew...I did it.

ALICE:

You're surprisingly good with your hands, and doing much better than I could. Are you a pianist?

MINETTE:

Yes. I love playing piano. My daddy says I'm talented.

Outside of FAR

(SEND)

SNAKE:

Roger, I see something to the northeast.

ROGER:

It must be FAR.

(CALL)

LEONE:

Don't do anything stupid, Snake. Rush into FAR now and Gun Cameras will turn your ass to Swiss cheese. Keep going east and get to the power house.

ROGER:

Do as he says, Snake.

SNAKE:

...Right.

-Game-

SNAKE:

There's no time! Let's move!

TELIKO:

Right.

(CALL)

LEONE:

Snake, just a little advice...

SNAKE:

Yeah?

LEONE:

Take Nikita Missiles to the next power house.

TELIKO:

Nikita Missiles?

LEONE:

Yeah. I guarantee you'll need 'em. RC missiles will work fine too.

SNAKE:

Got it.

LEONE:

So don't forget to add RC missiles or Nikita Missiles to your deck.

Power House

(CALL)

ROGER:

Snake, looks like you made it to the power house.

SNAKE:

Affirmative.

(CALL)

LEONE:

I'll fill you in on the details now. To get into FAR we have to take care of two things. First, disable its frontal security system. In order to do that, you need to cut the power at that power house. If you manage to cut the power, it'll take five minutes for the auxiliary power to kick in which will rearm the security system. A password must be input to open the door before that happens.

SNAKE:

So you're telling me we have to cut the power at this power house, then input a code at FAR's front door within five minutes?

LEONE:

You got it. That's why we split up for this mission. You two deal with the power house, and I'll take care of the password.

TELIKO:

How do we cut the power?

LEONE:

There's a control room at the back. You'll find a power supply system there, which must be destroyed. As soon as the power is cut, I'll punch in the password, and get in through the front door. Then I'll fix it up so the doors can be opened from the inside the building.

-Scene with Leone and his unit standing in position outside of FAR-

LEONE:

I'm positioned in front of FAR now. When the security's down, I'll set fire to some oil drums to draw out the ACUA soldiers on guard duty. Gimme a signal right before you cut the power, Snake.

SNAKE:

Right.

ROGER:

Leone, we don't know the building's layout. Could you give us an idea where to start?

LEONE:

OK. There's a generator in the control room. The control room is in the back of the power house.

ROGER:

There you have it, Snake. Go for the back of the power house.

SNAKE:

Right.

-Game-

SNAKE:

Wait...

TELIKO:

...

SNAKE:

This floor is charged with high voltage electricity.

TELIKO:

But the control room is still up ahead.

(CALL)

ROGER:

What happened, Snake?

SNAKE:

We've got a problem here. The floor is electrified.

ROGER:

An electric floor? Why such tight security?

LEONE:

Because there's something very important inside. When the generator is shut down, most of the security in the entire plant is temporarily shut down with it.

SNAKE:

We've gotta stop the electric current somehow. Where's the switchboard?

LEONE:

It's on the other side of the electric floor.

TELIKO:

Great. So we get to be flame broiled on our way to it? Just wonderful.

ROGER:

Snake, maybe an RC missile would do the trick.

SNAKE:

You mean fire an RC missile into the switchboard to blow it up?

ROGER:

Yes. There's no other way. You must've done something like that on a previous mission.

SNAKE:

You're right. I'll give it a shot.

-Game-

SNAKE:

Leone. Is it...really here? Here in this plant?

LEONE:

...Metal Gear?

SNAKE:

...Yeah.

LEONE:

The nuclear-equipped walking battle tank...The problem with weapons of mass destruction has always been how to transport them. Top of the line technology is indispensable, especially for intercontinental ballistic missile guidance systems. It's been extremely difficult for developing countries to create such weapons on their own. The Metal Gear developed here is a nuclear attack system with all the necessary elements-wrapped up in a pretty package. Its walk-based mobility even allows it to get to those hard to reach places. On top of that, it's easily concealed. I'm sure a great many countries are dying to get their paws on it.

SNAKE:

So...this Metal Gear was built to sell?

LEONE:

BEAGLE likes to think of it as a tool for fomenting worldwide conflict.

SNAKE:

If something like that gets distributed worldwide, the consequences would be devastating.

LEONE:

Tell me about it. A quarter century has passed since the Cold War ended. Once again, the world will be faced with a nuclear threat. Only this time it's much more serious.

ROGER:

Where is Metal Gear?

LEONE:

I haven't seen it. Maybe it's been kept under FAR.

-Game-

TELIKO:

Does Flemming really intend to activate Metal Gear?

LEONE:

No. 16 ordered Flemming to activate the ACUA Troops. No. 16 will most likely continue the ongoing threats until Hans Davis comes out on his hands and knees crying for forgiveness. But Hans Davis is nowhere to be found. If his true name and identity were revealed, he would be destroyed. Hans Davis has to be a high ranking official with a reputation to uphold.

SNAKE:

...

LEONE:

No. 16 will force Flemming to activate Metal Gear. A nuclear missile will then be launched at a major country, and BEAGLE will be held responsible. That would be the perfect revenge for No. 16. I was brought here by a mysterious voice. It told me that if I was aiming to retaliate against BEAGLE, I should find and take Pythagoras, which is hidden in a laboratory on Lobito Island. The voice also told me that Pythagoras would ultimately sound the death knell for BEAGLE.

TELIKO:

Snake, the call we got earlier...

SNAKE:

Yeah.

LEONE:

Now I know who was behind the voice. It was...No. 16.

SNAKE:

That was No. 16?

LEONE:

But my unit was attacked by the ACUA Troops, and...Once again...I've been shown great contempt and disrespect. Before it was BEAGLE, but this time I was used by No. 16.

SNAKE:

...

-Game-

SNAKE:

Leone, what happened between you and BEAGLE?

LEONE:

My unit was hired by an anti-government organization in Moloni to fight in a domestic war. We fought many battles there. Eventually, when I thought we were close to final victory, the enemy's military power suddenly increased dramatically. Almost all units were instantly eradicated by ACUA Troops being tested at the site. My unit and my employer's organization were the only ones left. The domestic warfare was brought to an end.

TELIKO:

It was over just like that?

LEONE:

Yeah. The organization that employed us was actually under BEAGLE control.

TELIKO:

What?

LEONE:

Moloni's anti-government militia just wasn't strong enough. Combat wouldn't drag on long enough. A short war isn't very profitable. BEAGLE invited my unit into the mess as an attempt to balance the power to make the war last longer. They manipulated us. Once we found out BEAGLE was led by high-ranking U.S. officials, my men were furious. That's when No. 16 called up with the invitation.

SNAKE:

...

ROGER:

Snake, there's no time. Split up with Teliko and activate the terminals.

SNAKE:

Right.

-Game-

SNAKE:

I'm in the control room. Time to cut the power.

LEONE:

Right.

-Snake cuts the power-

-PSP screen goes black as if it also got turned off-

-Scene with ACUA Troops killing of what's left of Leone Unit-

LEONE:

What the hell?! No! Open up, you son of a bitch!

-Door opens-

-ACUA Troops comes out along with Flemming-

FLEMMING:

I took the liberty of changing the pass code while your men were being slaughtered by ACUA Troops. You couldn't even figure that out? How dense. Oh yes. I'm afraid we won't be needing you anymore. No. 16 was very disappointed that you couldn't even kill two people.

LEONE:

So it was No. 16. No. 16 wanted us to...

FLEMMING:

When I see an imbecile, I'm so tempted to improve upon his life. No, no, no. Maybe "modify" is more fitting word.

LEONE:

...

-Black screen-

-Scene with Snake and Teliko in the control room-

LEONE:

...Mission failed. I've been caught.

ROGER:

What?!

FLEMMING:

Roger? Let 'em know, OK? Or can they hear me?

ROGER:

...

FLEMMING:

It has to be done. No. 16's orders. So don't get in my way.

ROGER:

...

FLEMMING:

It'll be over in a flash. No time at all...Just look the other way. You people won't be held responsible. It's just that...I can't go on living without my Constance. Do you know my Constance? Her life is more precious than a hundred thousand, even a million others combined! No. How could I even compare her to mindless masses. This isn't my fault. It's all his fault. Hans ordered me to make...It's all Han's doing. he's the bad guy!

ALICE:

So you're saying that your daughter was taken hostage?

FLEMMING:

...! That...that...you!!

ROGER:

Flemming! Wait!...Leone! Leone! It's no good. I've lost contact. What happened Alice? Your voice sounds strange.

ALICE:

...Maybe I've caught a cold.

-Game-

-You make your way playing through the dark, and back near the entrance-

(CALL)

ROGER:

Looks like you made it.

SNAKE:

Somehow.

ROGER:

Flight 326 has an hour and seventeen minutes left. Get to FAR on the double, Snake, Teliko.

SNAKE:

Right.

Chapter 7: "Snake" vs "Ocelot" [MGAV!!]

Flight 326

VIGGO:

Lena, you took part in the "Pied Piper of Hamelin" operation under Emilio, didn't you?

LENA:

Yes...What brought that up?

VIGGO:

Never mind.

LENA:

I'm a member of BEAGLE too, after all...and orders are orders, so...I mean...

VIGGO:

Why are you trying to make excuses?

LENA:

...

VIGGO:

Oh, no. I'm getting drowsy again. Damn...uuungh...

LENA:

...

-Game-

Outside of FAR

ROGER:

Snake, what's the security situation at FAR?

SNAKE:

It looks tight.

TELIKO:

There's double or triple security on the door. Even if we force our way in and take out all the guards, we still won't be able to get the door open. We'll either be surrounded by reinforcements or picked off by Gun Cameras....Either way, we're dead.

ALICE:

You'll have to take the sewers.

TELIKO:

Sewers?

ALICE:

They're no longer in use. A lot of manholes were put in throughout the complex,

but the lids have been sealed and covered in cement or dirt. The manholes might be invisible, but the sewer structure itself should still be intact. They're located... ..to the northwest.

TELIKO:

Northwest? Can't you be more precise?

ALICE:

Sorry. That's all I've got.

SNAKE:

Well, how do we find them if they're all been buried?

ROGER:

What choice do we have? You'll just have to find a manhole somehow, so focus on the northwest

SNAKE:

Right.

-Game-

-After finding the manhole-

(SEND)

TELIKO:

Roger, we found the entrance to an underground passage.

ROGER:

Good. Make your way through the passage and get to FAR. Then locate Flemming or Hans Davis, and find out where Metal Gear is being held.

TELIKO:

Yes, sir.

-Teliko goes down the manhole-

HANS:

...It's so unfortunate...When did mankind lose touch with natural selection? No matter how inferior a human's genes are, that person is protected by laws, and can't be killed. Even those incapacitated in accidents or stricken with a serious illness are needlessly kept alive. What a drawn out, wasteful existence. It's this divorce from natural section that has caused mankind to stop evolving. It's a step down. The devolution of mankind. But I intend to accelerate the culling of genetically inferior humans. To rekindle to refining fire of natural selection. And that's exactly why I created Metal Gear. I'm not going to let No. 16 take control of it. It's my project after all.

TELIKO:

Snake!...Snake!

SNAKE:

...Hm?

TELIKO:

Let's go.

SNAKE:

Right.

(CALL)

???:

Snake, if you get to the core of that place, the Hans Davis inside you will awaken. The part of you that's awake now, the "Snake" in you, will completely overridden. Are you sure you want to keep going?

SNAKE:

Who are you?!

BUDDY:

I'm on your side. It's "Buddy." Remember?

TELIKO:

What's wrong, Snake?

SNAKE:

It's that guy from before.

BUDDY:

Turn back, Snake! It's not too late.

???:

So, you finally showed up. But you must be in pain. You must have inhaled quite a bit on the plane.

BUDDY:

...

???:

Snake, you have to keep going. IF you don't, Metal Gear will fire nuclear missiles at some country and wipe it off the map. And dozens of jumbo jets will crash. It'll be hell on earth. A sea of corpses

SNAKE:

Are you...No. 16?

???:

Keep going, Solid Snake.

BUDDY:

...No. 16, you think this is all it takes to beat me?

???:

You people have had so many names, because you're afraid of me -- of my power. But it won't work. You're not like Snake. you're just a bunch of Name-Knowers. Fake names won't do any good.

BUDDY:

Let me just make one thing perfectly clear. You'll never, ever reach me.

???:

It was I who summoned you forth this time.

SNAKE:

Who the hell are you?! Answer me!

TELIKO:

Snake...

SNAKE:

...

TELIKO:

Are you OK?

SNAKE:

...Yeah.

(CALL)

ROGER:

Snake?

SNAKE:

Roger, about that call...

ROGER:

What call?

SNAKE:

...Never mind.

ROGER:

Get through that passage and get to FAR on the double, Snake!

SNAKE:

Right.

-Snake and Teliko goes down the manhole-

(CALL)

ROGER:

Teliko.

TELIKO:

Yes.

ROGER:

This call is only being transmitted to you.

TELIKO:

...OK.

ROGER:

As you know, I once made a terrible mistake in South Vietnam. It was a harsh battle, which took place in the midst of chaos -- in a place with no front lines. It took us hours just to advance a number of meters. The tension was thick. We received a tip at that time that a mole was among us -- an enemy spy. I deduced that one particular man in my unit was that mole. The other soldiers in my unit were highly suspicious of each other and under a great deal of stress. But my accusing words were breath of a fresh air to them. Everyone chased after the man accused...including me. It was like we were after a wounded deer, drooling to gun it down. Almost as if competing for his blood. Things got out of hand. But he...shot down dozens of my men, and managed to get away. From then on, his whereabouts were unknown.

TELIKO:

...

ROGER:

I just don't know anymore. Was he really a spy? And if he wasn't, he should've offered proof of his innocence. The fact he didn't do so tells that he must've been...I want to trust Snake. Is that foolish of me? Am I making a mistake? Should I be suspicious, like I was in 'Nam?

TELIKO:

Colonel, how I answer doesn't really matter. Your mind is already made up about Snake.

ROGER:

...Thank you, Teliko.

Flight 326

VIGGO:

I've been meaning to ask you about that pendant you're wearing.

LENA:

...

VIGGO:

You've always got it on.

LENA:

I thought I already told you about this. It's a keepsake from my mother.

VIGGO:

With a microphone embedded in it?

LENA:

...

VIGGO:

What's that called when people talk without moving their lips and make it look like a doll is talking? Oh, yes. Ventriloquism.

LENA:

...

VIGGO:

I was pretending to be asleep so I could keep an eye on you. I'll bet that button on your sleeve is a switch for the mic. That's why you're always playing with it. Right?

LENA:

I've been put under your direct supervision, sir. Not Emilio's. That was an order from BEAGLE...

VIGGO:

Is that right? An order, huh? Does this gas mask belong to you?

LENA:...

VIGGO:

I know it does. I found one of your hairs stuck to it -- long and blonde.

LENA:

Senator Hach, please hear me out...

VIGGO:

You put this on to get around the plane. And...you were pretending to be paralyzed in front of me. Why else would you bother to bring something like this on board?

LENA:

That's not true. It's not what it seems!

VIGGO:

You knew from the beginning that this plane would be filled with gas!

LENA:

...

VIGGO:

Lena?

-Scene with Alice and Minette-

ALICE:

Now for the last part. This should disarm the bomb. Strip the black and white cords, then connect them.

MINETTE:

Connect the black and white cords?

ALICE:

That's right. Then...cut the red one.

MINETTE:

Alice? If this works...If the bomb is disarmed, and we all get out of here alive, would you come hear me play the piano?

ALICE:

I...

MINETTE:

Please? I really wanna meet you in person.

ALICE:

Yes. I promise. SO let's disarm the bomb, OK?

-Back to Viggo and Lena-

VIGGO:

...So is it Emilio? Does Emilio intend to hand me over to No. 16 on a silver platter? Lena, Emilio isn't the kind of man you think he is. He thinks a lot of himself, but in fact he depends on BEAGLE's support. Look at me, Lena. I'm the man to make your ideals come true.

-Back to Alice and Minette-

MINETTE:

...I stripped the cords. Now I'll connect black and white, then cut red.

ALICE:

That's right...two become one. Then erase the lead, the cause of it all, the red...from existence.

MINETTE:

Alice, that's kind of a scary way to say it.

ALICE:

No time to be afraid, Minette. Hurry.

MINETTE:

I've felt something this whole time we've been talking.

ALICE:

What is it?

MINETTE:

Alice? Something very sad happened to you, didn't it?

ALICE:

...

MINETTE:

And...you're blaming yourself for it, right? You've been torturing yourself over it. Because of you, someone very close to you went away.

ALICE:

Minette, do you have a special power like me?

MINETTE:

No. Just women's intuition.

ALICE:

...

MINETTE:

But I don't think the child hates you for it. I think the child feels like it's something that couldn't be avoided.

ALICE:

...Minette...Are you really Minette?

MINETTE:

Huh? What do you mean?

ALICE:

...Nothing.

MINETTE:

I'm gonna connect black and white now.

ALICE:

...No!

MINETTE:

Hm?

ALICE:

Don't connect them. Just cut the red one.

MINETTE:

what?

ALICE:

Two don't make one. It's impossible for two to be one!

MINETTE:

...Alice?

ALICE:

Just do it. Only cut the red one.

MINETTE:

...

-Game-

SNAKE:

Roger, we're inside FAR. Come in, Roger. It's me.

TELIKO:

...

SNAKE:

Roger, can you hear me?

TELIKO:

No, response?

SNAKE:

Nothing.

TELIKO:

Maybe the signal is bad.

SNAKE:

...

TELIKO:

Is Metal Gear somewhere in this building?

SNAKE:

Yeah. There should be an entrance to the hangar around here somewhere. The door must be either hidden, or protected by a security system.

TELIKO:

Where should we start?

SNAKE:

All we can do is look for Flemming or Hans Davis. Let痴 do a random search of the area.

TELIKO:

Right.

(CALL)

ALICE:

...Teliko, can you hear me?

TELIKO:
Affirmative.

ALICE:
Shh! Please keep it down. Don't say anything, OK? Just listen. Snake isn't receiving this call.

TELIKO:
...

ALICE:
Snake's associates have captured Roger. I sensed danger just before it happened and got away. But they're still here. Right around the corner.

TELIKO:
!!!

ALICE:
Teliko...Snake is Hans Davis. Hans was in charge of that laboratory, and he's also Snake's other personality.

TELIKO:
...

ALICE:
He was ordered by No. 16 to get Pythagoras. If HRT or some third party got a hold of it first, he knew he'd have to take it back from them. So he shifted into his alternate personality - Solid Snake. Under the guise of Snake, Hans would get Pythagoras, switch the data, and return with it. Of course his intention was to destroy all evidence indication that he was Hans. But I figured it out. Roger was a little suspicious, too. he had a feeling Snake was Hans Davis. Roger and I are making things difficult for Hans...for Snake. If he were to come back now, our testimonies would force him to undergo some sort of interrogation. He's going to kill Roger. I feel sorry for Roger. He tried so hard to trust Snake.

TELIKO:
...It's because of a mistake he made long ago.

ALICE:
Trusting Snake was his way of atoning for not trusting someone in Vietnam. He suspected and accused on of his men of betrayal. He said he'd learn something important if he put his trust in Snake, and successfully complete the mission.

TELIKO:
...

ALICE:
Hans' will is growing stronger by the minute. I can feel it. Eventually Snake's mind will be overtaken by his. Snake will be gone forever. And only Hans Davis will remain. He intends to take Metal Gear back from Flemming and use it to carry out his plans. Teliko, you have to stop Snake. Before he's completely consumed by the will of Hans Davis.....Kill him.

TELIKO:
Kill...Snake...

ALICE:
I'll get in contact with CIA headquarters and...N-No! Stop...Please leave me alone...Don't shoot me. Please...

-A gun shot could be heard on Teliko's Codec-

TELIKO:
Alice...Alice!

SNAKE:
What is it?

TELIKO:
...It's nothing.

SNAKE:
You don't look so good.

TELIKO:
Snake...are you...

SNAKE:
Am I what?

TELIKO:
Nothing.

SNAKE:
...

TELIKO:
No time to waste, Snake. Let's get going.

-Game-

-Leone standing across the room from Snake and Teliko-

TELIKO:
Snake it's Leone...He escaped somehow.

SNAKE:
No, Teliko wait.

-ACUA Troops surrounds Snake and Teliko-

TELIKO:
Snake!

SNAKE:
...

LEONE:
What are you doing here?

TELIKO:
...

LEONE:
This is my garden. Trespassers will be eliminated....Stupid woman. You trampled on my pansies. I put a lot of effort into raising those, and you're squashing them!

TELIKO:

Pansies?

SNAKE:

...He's really lost it.

LEONE:

Flowers are my friends. They don't deceive people. No more being tricked. No more confusion for me. I plan on living a quiet life from now on, surrounded by my flowers. That's the good life. Understand?

TELIKO:

...

SNAKE:

Maybe Leone's been drugged up with ACUA.

TELIKO:

Mm-hm...

LEONE:

Aaagh!

-Seeing through Leone's eyes-

-The vision is hazy-

LEONE:

Snaaaaake! So there you are!

SNAKE:

Teliko! Run!

-Each runs behind a large crate-

-Leone fires his big gun, but missed them-

SNAKE:

...I picked up on his combat style last time we fought. Attack from where he can't see you. Let's split up. One of us lures him in, and the other attacks his blind spot. If we destroy some oil drums and he's caught in the explosion, that could do some major damage, too. Are you listening, Teliko?

TELIKO:

Mm-hm...Uh, yes. I'm all ears.

SNAKE:

You've been acting strange ever since we got here. Is something bothering you?

TELIKO:

...Who are you, Snake?

SNAKE:

What?

LEONE:

So you never plan on leaving my garden, do you? Well, then. I have no choice. You two are very unlucky. I just developed a new strategy. Just like a pansy. My new style is as pretty as a paaaaansy!

TELIKO:

A pansy technique? What could that be?

SNAKE:

Don't take him seriously. He's nuts. Let's do it.

-Game-

LEONE:

Pansy!!!!!! Rush!!!!!! Have a good life (^_^)

-Game-

-After defeating Leone-

LEONE:

You're truly a bad ass, Snake. Thanks for the adrenaline rush....Snake...is Roger...here?

SNAKE:

No. I can't make radio contact.

LEONE:

Hmm...can you do me a favor then?

SNAKE:

What is it?

LEONE:

I have a message for Roger. Tell him, "It wasn't me."

SNAKE:

It wasn't me? What's that supposed to mean?

LEONE:

...Just tell him...for me.

-Leone collapse to the ground and died-

SNAKE:

...Leone. You were a man of pride. A true lion.

TELIKO:

Snake...are you...

SNAKE:

What? Am I what?

TELIKO:

...

SNAKE:

Teliko, if we had time to sit and chat about this, I'd wait patiently for you to spit it out. But unfortunately we don't have time for charades. If you've got something to say, say it now!

TELIKO:

...

SNAKE:

...Let's go.

-Snake goes on ahead-

TELIKO:

Snake, you knew all along, didn't you? You knew about the entrance to the underground passage, and that we'd be attacked by Leone here. Right?

-Snake comes back for Teliko-

SNAKE:

Let's go.

TELIKO:

Right.

-Game-

-Snake turns off on a corner-

SNAKE:

Hm? It's Teliko's...Clown's perfume. I can smell it.

-Snake turns around for Teliko-

TELIKO: Snake.

TELIKO: Snake.

TELIKO:

It's Clown.

TELIKO:

She's Clown.

TELIKO:

don't fall for it, Snake. I'm the real Teliko.

TELIKO:

She's lying to you. I'm Teliko.

TELIKO:

Look carefully, Snake. You should be able to tell us apart. Clown is just made up to look like me.

TELIKO:

Look at my eyes, Snake. Eyes are always the best indicator of truth.

TELIKO:

She can't duplicate my mind.

TELIKO:

I really look up to you, Snake. And I always dreamt of meeting you someday.

TELIKO: That's why I'm...

TELIKO: That's why I'm...

SNAKE:

...

TELIKO:

Not only did you lock e up in that freak-show chess room, but you also had the audacity to prance around disguised as me! I'll make sure you suffer twice as much humiliation!

TELIKO:

Can you even survive without stealing other peoples' identities? Why don't you get a life? I pity you, Clown. You must be really ugly underneath all that makeup.

TELIKO:

There's only enough room for one Teliko!

TELIKO:

I agree. So you need to die.

-Game-

TELIKO:

Shit.

TELIKO:

Wanna give up now? That's too bad.

TELIKO:

...Say goodnight.

TELIKO:

Hahaha...How does it feel to be chased by two beautiful women, Snake?

-Game-

-After defeating Clown-

LA CLOWN:

I've never lost to anyone before, but I felt like letting you win this one, just to see what it's like.

SNAKE:

...

LA CLOWN:

But I never thought...losing would mean dying. I think I'm about to die. Snake, Flemming is in the underground hangar. He could be activating Metal Gear and deciding on a target for its nuclear warhead as we speak. To get to the hangar, you'll have to open a door in the north part of this section, and go down the ladder.

SNAKE:

Why are you telling me this?

LA CLOWN:

If I die here, it means I'm not the hero. The hero is supposed to survive to the end. So...I guess that makes me the villain. The villain is always supposed take the hero's side right before dying. It's funny...I always thought I'd go up in flames when I died.

TELIKO:

Flames?

LA CLOWN:

I was in a fire during my childhood, and suffered third degree burns. My face wasn't pretty to look at. Nothing I'd want to show in public. So I started playing dress-up from then on.

TELIKO:

...

LA CLOWN:

It's so quiet. Is this what it's like to die? This...calmness? Snake...you and I...we're not Name-Knowers. So No. 16...has no way of controlling us...

SNAKE:

What do you mean?

LA CLOWN:

I'm Swallowtail...I wish you the best of luck, Snake.

-La Clown dies and her make up dissolves-

TELIKO:

The burn scars on Clown's forehead, they're...

SNAKE:

Yeah. They look like butterflies -- Swallowtail butterflies.

TELIKO:

...That smell...

SNAKE:

It's Clown perfume.

TELIKO:

This is what I could smell in the hotel room where my father's body was found. I know it's the same smell. I'll never forget the scent of that flower.

SNAKE:

Someone must've hired Clown to kill your father.

TELIKO:

...

SNAKE:

There's the door. A ladder going to the underground hangar is on the other side of it.

TELIKO:

Wait. Let's get Pythagoras.

-Teliko grabs the disc on the ground laying by Clown's body-

SNAKE:

Let's move, Teliko.

TELIKO:

Snake

SNAKE?

What?

TELIKO:

Roger was captured, and Alice...might've been killed.

SNAKE:

What?!

TELIKO:

There was a call from Alice a little while ago.

SNAKE:

I didn't get it.

TELIKO:

She said that your associates captured Roger.

SNAKE:

What the hell are you talking about?

TELIKO:

She said they were your men. And also that Hans Davis is a part of you. One of your personalities.

SNAKE:

...

TELIKO:

Is that true?

SNAKE:

...

TELIKO:

Answer me!

SNAKE:

I don't know, Teliko. What do you think? You think I'm Hans, is that it?

TELIKO:

...

SNAKE:

Teliko...

TELIKO:

You suspect others because you don't you don't believe.

SNAKE:

What's that mean?

TELIKO:

My father always said even when the world turned against him, his belief in himself allowed him to trust others. I believe in myself. And I trust my instincts that you're Solid Snake -- the real thing. Let's hurry, Snake.

-Game-

Chapter 8: Metal Gear...forget get this! RUN!!! [MGAV!!!]

Hangar

TELIKO:

Snake. Is this...Metal Gear?

-Scene showing the entire Metal Gear, but its true form is under the shells-

SNAKE:

It must be. But I've never seen one like this before.

TELIKO:

Is Flemming inside?

SNAKE:

Probably.

TELIKO:

But how do we destroy something like this?

SNAKE:

Come with me.

-Snake and Teliko walks on the very top of Metal Gear-

SNAKE:

I can get inside Metal Gear through this hatch.

TELIKO:

Inside?

SNAKE:

Then I can get Flemming and shut down Metal Gear.

TELIKO:

I'm going with you.

SNAKE:

No. You wait out here.

TELIKO:

...

SNAKE:

Trust me, Teliko. I'm going in alone.

(CALL)

FLEMMING:

Welcome back, Hans.

SNAKE:

Flemming!

FLEMMING:

You're just in time. Come on in. Your throne awaits you.

SNAKE:

Well done, Flemming. Now all that's left is a performance test.

TELIKO:

Snake?

FLEMMING:

...Looks like he overpowered you.

SNAKE:

What?

FLEMMING:

Nothing. You're right. I knew this time would come. With or without No. 16's intentions. We'll have to play by No. 16's rules for now, though, to avoid temper tantrums. If we don't, my Constance...

SNAKE:

Your daughter and No. 16 have nothing to do with it.

FLEMMING:

Huh?

SNAKE:

I have no intention of playing along with that monster's head games. I only follow my own will. But I must say No. 16 has provided us with the perfect opportunity. If this hadn't happened, we wouldn't be able to see what Metal Gear's got. The only problem here is who's going to take responsibility for it?

FLEMMING:

What are you talking about?

SNAKE:

I'd say Metal Gear is almost complete. But we don't have quite enough experiment data for nuclear launch capabilities.

FLEMMING:

Hans?

SNAKE:

Where shall we aim this baby? How about Moloni?

FLEMMING:

Hans, you don't have to get involved. Just sit back, relax, and enjoy the fire works.

SNAKE:

Maybe we should aim it at the United States. That would get those pompous officials BEAGLE to squirm, wouldn't it.

FLEMMING:

Hans? Are you...

SNAKE:

I can see the headlines now "Crazy Dr. Flemming commits Heinous Crime." Mad scientists have existed throughout history. And Dr. Flemming would stop at nothing to show the world his nuclear-equipped weapon and its devastating capabilities...

FLEMMING:

Are you...No. 16? Damn you! Are you planning to use Snake to fire this thing?

SNAKE:

Don't be afraid. You won't be held accountable. You're going to die.

-Teliko draws her gun at Snake-

TELIKO:

Snake! Don't move, Snake!

SNAKE:

Huh?...are you really gonna shoot your hero?

TELIKO:

Don't move!

SNAKE:

...Go ahead and shoot.

-Teliko fires her gun-

SNAKE:

Hahahaha! Nice...real nice. But don't miss next time.

FLEMMING:

Hans!

-Flemming activates Metal Gear-

-Teliko drops down the hatch-

FLEMMING:

Nooo! I won't give it to you!

-Snake falls off of Metal Gear-

ROGER:

Snake! Snaaaake!

SNAKE:

Roger? You're OK?

ROGER:

OK? What are you talking about? My Codec was acting up. It went completely dead. What about you? Are you all right?

SNAKE:

What...happened to me...?

ROGER:

Looks like you've regained consciousness. Can you move?

SNAKE:

My body hurts all over. But my headache is gone. Teliko's in there!

TELIKO:

Snake?! It's no good. Flemming's not in here!

FLEMMING:

No. 16! Are you listening? Enough of this crap! No more screwing around I'm sick of following your little rules. I'm going to kill Snake, then fire off a nuclear missile. You said that if I followed your orders and got everything done, you'd

give back my Constance! But I know that's a lie. You won't release my Constance. You never intended to you're my research subject No. 16. I know you well. I know you had a dream before becoming Neoteny. Yes...an island in the South Pacific. Surrounded by pristine blue water. and coral reefs. Just like a regular little kid, you fell in with that island. I'll bet you're thinking of it as your future haven. So here's the deal. Give me back my Constance right now, or I'm going to launch a nuclear missile into that cute little island that's so dear to your heart.

(CALL)

???:

Constance will be dead the second you launch it.

FLEMMING:

No. 16?

???:

Or maybe my Hans will take Metal Gear from you before you can do anything. Good luck.

FLEMMING:

...

FLEMMING:

Snake! Too bad Hans Davis took over you mind. Otherwise I might've let you live.

ROGER:

Snake. Work together with Teliko to defeat Metal Gear. You can do it if you work as a team!

TELIKO:

Snake! Please get up!

-Scene with Metal Gear's true form-

FLEMMING:

Prepare to die, Snake!

TELIKO:

Snake! What Roger we gonna do?

SNAKE:

I don't know what's in there. Isn't there something you can break?

TELIKO:

A Patrol Bot...and some kind of control device.

SNAKE:

OK, smash that!

TELIKO:

Just smash it? Is that enough?

SNAKE:

I don't know.

TELIKO:

You don't know...

SNAKE:

What else are you gonna do?

TELIKO:

Fine! You say smash it, I'll smash it.

SNAKE:

Finally, she sees the light...Right...Now it's my turn.

-Game-

-Unload stinger missiles at Metal Gear-

-After defeating it-

Chapter 9: Twists and turns [MGA!V]

FLEMMING:

I'll just launch one. One missile into that island should convince No. 16 that I'm serious. Then my Constance will be released. I know it!

TELIKO:

Does anyone live on that island? How far is it from the mainland? Just how many people do you intend to sacrifice?

FLEMMING:

I thought I told you. Constance is worth more than a million lives to me.

TELIKO:

You've created a nuclear monster and you don't even care about the threat it poses? Don't you realize that hundreds of thousands of people are going to die if you launch that?

FLEMMING:

Shut up! Why don't you tell that to No. 16? I haven't done anything wrong! I was ordered to make this! It wasn't my doing! Hans was the one set on the Ritual of Conjunction and bringing about the Neoteny. Why is No. 16 focusing so much hatred on me?

TELIKO:

...

-Flemming tries to shoot Teliko, but Teliko was faster on pulling the trigger-

FLEMMING:

...C-Constance. Everything's OK. Daddy's here...Right by your...side...

(CALL)

ROGER:

Snake. It's me.

TELIKO:

Colonel?!

ROGER:

...I'm sorry, Snake.

ALICE:

How are you feeling, Hans?

SNAKE:

...Alice.

TELIKO:

Alice...! I thought you were shot!

ALICE:

Darn. My plan didn't work out. He's not really Hans Davis....Sorry to say it. Pretty boring. I was hoping to watch you kill each other, Teliko. Why couldn't you have been more suspicious of him?

SNAKE:

Roger. Is she...

ROGER:

Yes. Remote viewer my ass. She was living there for years. Of course she know the faculty inside out.

TELIKO:

Colonel...so you're saying Alice...

ROGER:

She's No. 16.

TELIKO:

Alice is No. 16?

ROGER:

When he was captured by Flemming, Alice broke in with "You mean, your daughter was taken hostage?" When Flemming heard that he reacted strangely.

ALICE:

That's because I spoke using No. 16's voice. He really freaked when he realized I was No. 16. He couldn't believe I was right here, watching him.

ROGER:

Remember when your image came up on the HQ monitor? That was actually a video put together by No. 16. She used Flemming to film it.

ALICE:

You were so out of it then, you didn't even notice that that poorly made video was a fake.

ROGER:

You really did meet up with "Hans Davis." Flemming disguised as Hans Davis, that is.

SNAKE:

That was Flemming?

ALICE:

He couldn't do anything right. I just had to laugh. And to think how haughty Flemming used to be...The only people who called me No. 16 were Flemming, a handful of scientists, and Hans Davis when he came to check on things every now and then.

SNAKE:

Who is Hans Davis?

ALICE:

You.

SNAKE:

...

ALICE:

Just kidding.

SNAKE:

...

ALICE:

Hans is a cautious man. We never actually saw him. And you're our hero the legendary Solid Snake.

TELIKO:

Hero?

ALICE:

The Children of Hamelin looked up to you as a hero. You were a man created by those in power, and performed mighty works for them. The Legendary Hero -- Solid Snake. That's what we were always taught.

SNAKE:

Was I really used as a role model?

ALICE:

Yes. You're not Hans, but you really were our hero. Our pledge was, "May we someday be great like the honorable and mighty Snake."

SNAKE:

What about my memories...being Hans' memories?

ALICE:

The CHAIN. Your physical data storage terminal. Remember? I can't count how many times I sent you painkillers through it. At the same time I used the CHAIN to administer ACUA. Then I whispered into your ear from afar, ever so softly. You are Hans Davis. I guess you could say the CHAIN was literally your "link" to Hans Davis.

SNAKE:

Why did you try to make me into Hans?

ALICE:

Physically I'm No. 16 but mentally, I'm No. 104. The last two survivors in the Ritual of Conjunction were me, and No. 16. She plunged a knife into my chest. When I died, I became some type of white mist and entered her body. My body was destroyed but I conquered No. 16's mind.

TELIKO:

Your body and mind belong to...two different people?

ALICE:

Have you ever felt as if, when you look into the water, a complete stranger is staring you back in the face? As if you can only see a mask?

SNAKE:

...

ALICE:

I was a little uneasy at first...I mean, I was only one person, but at the same time, two. Two, but only one.

ROGER:

So is that why you're threatening hundreds or thousands of people?

ALICE:

Of course revenge is a motive, too. BEAGLE is the reason why I've become what I am. Harold Burton was a BEAGLE executive. I controlled the minds of four bodyguards filled with ACUA, and had them slice and dice Burton to shreds. I thought he looked so handsome in that NEKAL nightcap.

ROGER:

Did you kill Hans Davis, too?

ALICE:

Not yet. I'm saving the best for last.

SNAKE:

Alice, you...

ROGER:

...I'm sorry about this, Snake. I really am an acquaintance of Roy's. But we're not what you'd consider "old friends." All I know about you were the legends, the rumors. The person who so enthusiastically recommended you for this mission was...Alice. Alice agreed to participate on this mission on condition of your involvement. Appointing Alice was a direct order., I had no choice but to accept her. If I only I'd looked into things more closely at the time...I'm truly sorry.

-Gun fires-

SNAKE:

What happened?!

ALICE:

It's nothing. Roger tried to pull a little prank.

TELIKO:

You expect us to believe that?

ALICE:

I think all of this talk of Solid Snake's heroics rubbed off on Roger. He tried to be a hero. He tried to grab my gun. If he would've just sat still like a good Colonel, this would never have happened. Oh, well.

TELIKO:

You killed the Colonel?!

ALICE:

Oh. It's time. Only thirteen minutes left until the laboratory is completely engulfed in flames. Thirteen is a bad luck. How appropriate.

SNAKE:

You're gonna blow this place up?

ALICE:

That lab is a disgusting, cursed place. I need to wipe it off the face of the earth. You'll die if you don't get out of there fast. After all, you're my hero. I can't have you dying on me.

TELIKO:

Snake.

SNAKE:

Move, Teliko! We've gotta get out of here! Now!

-The lab explodes-

Flight 326

ELSIE:

Is this the last one, Sis? We can't kill anymore?

FRANCES:

It's all over Elsie. Carve the number into the Senator.

ELSIE:

OK.

-Lena is reveal to be the one who is controlling the dolls-

LENA:

...Alice, it's all been taken care of.

MINETTE:

Lena?

LENA:

Oh. You're still alive? You have o die too, Constance

MINETTE:

...

LENA:

You were dosed up with a large amount of ACUA, and Alice put false memories into your mind. Memories which forced you to believe you were Minette Donnel. Alice told me of a conversation she had with you. All this time she was planning to follow through with what she called the unavoiided tragedy of Flight 326 -- going down in flames. What could have changed her mind? She even gave up her control of all the planes. I don't even need my parachute anymore. What could be happening? You're Flemming's daughter, honey -- Constance Flemming.

MINETTE:

Flemming...?

LENA:

I'll carve Alice's number into you.

MINETTE:

...

-Scene with Snake and Teliko-

(CALL)

ALICE:

I knew you'd make it out! That's my Solid Snake.

SNAKE:

What did you do to Roger?

ALICE:

Looks like that stubborn old "hero" is still alive. But...

SNAKE:

...

ALICE:

By the way, the twelve was carved into Hans' chest.

SNAKE:

Hans?

TELIKO:

But the "S" in Snake should be nineteen, not twelve.

ALICE:

The last one isn't an "S." It's an "L." It's not meant to be SNAKE...It's "NEKAL."

SNAKE:

NEKAL?

TELIKO:

Alice in NEKAL silk products?

ALICE:

That's right. Maker of silky smooth PJ's and nightcaps. It's a major BEAGLE affiliate, you know. NEKAL only uses top quality silk for its products, and recently gave away loads of Silk Powder along with product purchases all over the world. "Eating Silk Powder distributes a healthy amount of high quality amino acids throughout the body. This produces collagen, giving you that moist, supple skin you've always wanted." how does that jingle go again?

Top grade silk does a body good/
Sleep tight tonight like you always should/
With NEKAL Silk Powder there's no doubt/
You'll feel so good from the inside out/
Have a happy, silky day!/

The ladies who sprinkled that powder on their cereal or whatever, in hopes of silky skin, weren't really taking in high quality amino acids. What they actually consumed was ACUA or more clearly stated Acting Cells Under Alice. The Name-Knowers ingested a large amount of ACUA, which enable me to fill their minds with illusions. The illusions force them to believe they're someone else -- false memories of a past that never really happened. Who knows how many tens of thousands...even hundreds of thousands of people are under my thumb. That's the kind of monster I am. The Neoteny.

SNAKE:

what's a "Name-Knower"?

ALICE:

Anyone with a name. Any human being that knows who he or she is. They're all my puppets.

SNAKE:

...

ALICE:

To tell you the truth...I wanted to control you. I wanted Solid Snake, the legendary hero from my childhood, to be mine forever and ever. But "Solid Snake" is only your code name. That's no good. I can't make you into my Snake. So I gave you a name. I whispered it into your ear over and over, hoping that you'd eventually believe it. I whispered ever so softly, You are Hans Davis...

SNAKE:

So you got your revenge?

ALICE:

Yes. And Teliko, you got you revenge, too.

TELIKO:

What?

ALICE:

The man who hired Clown to kill your father is none other than Hans Davis... A.K.A. Viggo Hach.

TELIKO:

I had no intention of getting any "revenge."

ALICE:

Bob, Edward, Arnold, Greg, Leon, and Viggo Hach, who also goes by "Emilio." Take the first letter from each of those six names, put them together, and voila!

SNAKE:

BEAGLE...

TELIKO:

...

SNAKE:

What have you done with the jumbo jets?

ALICE:

They're free now. I was making Constance sneak around on the plane, and she said something that wasn't part of my plan. She said that No. 104 doesn't hate me. She said it to comfort me. To ease my pain. Hearing that, I didn't feel like making the plane crash anymore...I think I'll go now. If you don't get in here and save this crotchety old "hero" soon, he's gonna die.

SNAKE:

You shot him...

ALICE:

Let's see...Where shall I go now? I'm finally free. Hope to see you again! You're hero.

SNAKE:

Alice! Wait!

ALICE:

Ungh...! Urgh...Why...Why am I...?! Unngh...

SNAKE:

What happened!

ROGER:

S-Snake...

SNAKE:

Roger! Are you all right?!

ROGER:

Alice just...She suddenly grabbed her chest...

SNAKE:

What?!

ROGER:

She bit off...her tongue...She's gone.

SNAKE:

What the hell is going on?!

ROGER:

...I don't know...uuugh...

SNAKE:

Roger!

ROGER:

...

TELIKO:

Colonel!

CHARLES:

Snake.

SNAKE:

Who's this?

CHARLES:

This is CIA Agent Charles. Roger's gonna be fine. My men have got him on a stretcher. A bullet penetrated his abdominal area, but it's nothing life-threatening. He's gonna make it.

SNAKE:

Glad to hear that. What about Alice?

CHARLES:

Perhaps the Neoteny wasn't completely perfect. The Puppet Master connected to peoples' minds to control them. But those minds sent back an enormous flow of information to her. Her mind couldn't handle it, and collapsed -- ultimately leading to her death.

SNAKE:

Can I talk to Roger?

CHARLES:

...OK. But keep it brief. Hold on.

SNAKE:

...

ROGER:

...Snake.

SNAKE:

Roger, I have a message from Leone.

ROGER:

...

SNAKE:

Before he died, he said, It wasn't me.

ROGER:

I see...Hmmm...

SNAKE:

...

ROGER:

Teliko, he wasn't the one. Leone...No...Jeff Jones. He wasn't the spy.

TELIKO

Leone was part of your unit back then?

ROGER:

Yes. He's...gone now...It's too late for me to even apologize.

CHARLES:

I think I know why you volunteered for this mission now, Colonel.

ROGER:

An intelligence source informed me that the unit held responsible for invading the lab was a giant soldier with black hair. I knew that Jeff had taken on the name Leone and was participating in armed terror plots. I didn't want to face the music. I was afraid of the truth. But at the same time, I couldn't let go. I volunteered for this as my final mission. In order to face him. When I introduced my self as Roger McCoy, he answered, Truly a pleasure. At that moment, I realize the truth. I knew that Jeff wasn't the spy. That he was innocent. My misguided suspicions must have ruined his life.

TELIKO:

...

ROGER:

No doubt he'll continue to despise me in the afterlife.

SNAKE:

That's not true. He had a tranquil expression on his face when he died. At peace. As if he'd been reunited with the father whom he hadn't seen for years. It was a calm, peaceful smile.

ROGER:

Thank you for saying that, Snake.

CHARLES:

The Colonel needs his rest now. We'll get him to the emergency ward ASAP.

ROGER:

I hope we meet again, Snake.

SNAKE:

Yeah.

CHARLES:

I had my own doubts about the Colonel.

SNAKE:

You were suspicious of Roger?

CHARLES:

I opened an independent investigation on BEAGLE when I became aware of its dealing within a branch of our military. Roger's name came up in the investigation.

SNAKE:

...

CHARLES:

Boy, was I off on that one! I'm sure the Moloni government will be subject to investigation too, eventually. But it'll take some time to bring it down. All jumbo jets have regained control, and the bomb on Flight 326 has been successfully disarmed. It's all over, Snake. Mission accomplished. Why don't I take you to the mountains, since Roger's been hospitalized? I'll send a chopper to shore for you. We've already received permission to land from the Moloni government.

Flight 326

-Lena on the floor with blood all over her-

LENA:

...You. It was you...wasn't it? You...You're...

MINETTE:

No. 16 barely caught a glimpse of me back then. My body was mutilated but she saw the real me. I was like a white mist. When No. 16 saw that mist, she thought I'd taken over her mind. But I couldn't get inside of her. I tried to, but it's like I was forced out. My mind wandered about craving a body to reside in. Then I saw Flemming's daughter. So I decided to take this body. I saw how excited No. 16 was, so I thought it would be fun to take on the role of Constance. I decided to play the hostage, but it wasn't as fun as I thought it would be.

LENA

You're...the real Neoteny, the monster...No...

MINETTE:

I'll carve "No. 104" into your bones.

Top grade silk does a body good/
Sleep tight tonight like you always should/

Chapter 10: The Ending [MGAX]

-Black screen-

???:

Yes. Exactly. Tell the press that Viggo Hach was Emilio, that he took on the name Hans Davis. supervised at Lobito, and was responsible for Metal Gear. Of course. ...He's not one of the six. He's the perfect idiot to dump this on. Just in case, I had loads of "evidence" scattered around to prove it without a doubt that Hach, Emilio, and Hans Davis are all one and the same. Even No. 16 fell for it. Yeah. She has power, but she's just a kid after all. There's no way anyone can connect me to this. I "found out" about Metal Gear and brought it to the table. No one would think of me as being Emilio. I mean, why investigate to incriminate oneself? The Six Searchers and BEAGLE were already in a hopeless situation. They're worthless now. It's time to dump them. But watching over this whole incident has inspired me to pursue something new

-Charles appears on screen-

CHARLES:

I want Solid Snake....That's ridiculous. Don't compare him to No. 16. She was craving a parent and wanted Snake to fill that role. like a baby seeking a breast. Hehehe. Nothing more than cheap sentiment. If I could get my hands on Snake, I could mold him into something much greater than No. 16 ever was. Someday he'll be mine, it's inevitable.

-Black screen-

-Scene with Snake and Teliko-

TELIKO:

So...the only thing Alice put in was a vision of that Ritual of Conjunction?

SNAKE:

Yeah. That's all I could actually make out from Hans' memory.

TELIKO:

Maybe Alice just wanted you to get a glimpse of the horrible things she saw with your own eyes.

SNAKE:

What do you mean?

TELIKO:

Trapped in a room with the others, forced to fight to the death. I can't begin to imagine what kind of awful things Alice must have witnessed. She just wanted to share with you. Share the horrible experiences etched in her mind. Maybe she just thought...if she could share those painful images with you, her beloved Snake, maybe it made her feel as if she would be saved somehow...from the chaos. Even if only just a little.

SNAKE:

Humans emotions can't be mixed together like paints on a pallet. Black is black, white is white, and there are no shades of gray. I know Alice understood this. And yet...I can feel it. Her pain, her loneliness...That's the only thing I can do for her, now. Humans emotions can't be mixed together like paints, I know Alice understood this. And yet...

TELIKO:
Snake?

SNAKE:
What is it?

TELIKO:
What were you saying about a snowcapped mountain?

SNAKE:
Oh, that. Well, before I came here. I was climbing a mountain. One more day and I could've made it to the top.

TELIKO:
Mountain climbing? Haha...

SNAKE:
Something funny?

TELIKO:
Is a trip to the mountains next up on your agenda?

SNAKE:
Not a bad idea. You wanna come along?

-Teliko accepts Snake's invitation and say she will start from the bottom and meet Snake at the top...damn the game for not allowing me read it all my own pace during this part of the game.....-

-Meeting room somewhere unknown-

PRESIDENT:
And that, gentlemen, brings us to a decision. Does everyone approve?

SECRETARY GENERAL:
There's no other way. Looks like we'll have to be the "bad guys" this time.

CHAIRMAN:
A cease-fire agreement will come after the border skirmish. That's the order of operations.

SECRETARY GENERAL:
Understood.

PRIME MINISTER:
I would like to express my regrets for this unfortunate, yet necessary decision.

CHAIRMAN:
I must say , however, that settling our issues in this conference room is a very sensible way of handing things.

PRIME MINISTER:

I couldn't agree with you more.

PRESIDENT:

By the way, what has become of the internal conflict on the continent?

SECRETARY GENERAL:

Oh, yes. We were hoping that maybe you could take care of that.

CHAIRMAN:

Actually, we have a non-intervention policy on that. It's all rather difficult.

SECRETARY GENERAL:

Hm, maybe using that card over there wasn't too wise.

PRIME MINISTER:

Come on. We'll win the next one for sure.

PRESIDENT:

Well, everyone. Tonight we shall raise a toast to special procurements and a rise in approval ratings. What say you?

PRIME MINISTER:

Surely you have no use for approval rating! I envy you for that.

CHAIRMAN:

In any case, tonight will be on us!

PRESIDENT:

Well! The economy must be doing well.

CHAIRMAN:

All credit for that goes to the people.

PRIME MINISTER:

How very commendable.

ALL:

Hahaha.

SECRETARY:

Our talks will resume six months from now. Thank you all for attending.

-Game ends-

Chapter 11: The Story and Characters = Instruction Book [MGAX!]

THE STORY:

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 here 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 hijackers, 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.

THE 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.

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:

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

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.

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