

Metal Gear Acid Deck Building FAQ

by Ph33rb0t

Updated to v1.01 on May 9, 2006

METAL GEAR AC!D (PSP)

Deck Building Guide by King_Lueshi

This is a guide that will aide you in the sometimes confusing task of assembling a quality deck for the game of Metal Gear AC!D.

Now, due to the fact that what cards you have at any given time is completely random, I'm not going to be able to facilitate those that are only mid-way through the game. I'm going to be assuming, for the most part, that you have unlocked all of the card packs and have a pretty decent collection.

VERSION HISTORY

v1.01 May 9, 2006

- Added to sample decks
- Corrected some typos/etc.
- Changed format quite a bit
- Updated contact information

v1.0 April 15, 2006

- Completed Important Cards
- Completed General Tips
- Added 12 sample decks

v0.01 April 1, 2006

- Put together skeleton of guide

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IMPORTANT CARDS

WEAPON

-----8. Stinger (MGS1)-----

TYPE: USE

ATK: 180

EFFECTS: Locks on to machines only.

NOTES: Until you get some RPG-7s, this is your best bet if you need to take care of robot guards. It's also helpful on the last battle.

-----12. M4-----

TYPE: EQUIP

ATK: 10

HIT: 80%

DECREASES AT: 4 blocks

AMMO: 5.56 x 8

REA: 60%

EFFECTS: +10% HIT vs. targets below user

NOTES: You will not be using this as an equipped weapon, ever - that ATK is simply too horrible for use. No, you'll be using this as XM8 ammo and nothing else.

-----13. PSG-1-----

TYPE: EQUIP

ATK: 60

HIT: 90%

DECREASES AT: 10 blocks

AMMO: 7.62 x 2

NOTES: This is the basic sniper rifle. Since assembling an expert-level sniper deck is difficult until you've got a bunch of really rare cards, this can be very useful, since you can use it and the SVD Dragunov in combination for a sniper deck that will be effective against most enemies until the last quarter of the game. I use this as the equipped weapon and the SVD as the ammo.

-----14. M9-----

TYPE: EQUIP

ATK: 0

HIT: 60%

DECREASES AT: 2 blocks

AMMO: 9mm x 2

REA: 10%

EFFECTS: Critical hit puts target to sleep

NOTES: Use it when you're going for NO KILLS but someone is in the way and you can't move them. Also, this gets used in speed/stealth decks.

-----32. AKM-----

TYPE: EQUIP

ATK: 60

HIT: 50%

DECREASES AT: 4 blocks

AMMO: 7.62mm x 3

REA: 40%

EFFECTS: Area attack; ATK +10% for every card in hand when firing

NOTES: This thing's only use is as ammo for the PSG-1.

-----36. Rush (CQC)-----

TYPE: EQUIP

Notes: If you equip Rush and use another on top of it, then the result is an instant kill. This is basically the centerpiece of any CQC deck.

-----39. SVD Dragunov-----

TYPE: EQUIP

ATK: 70

HIT: 70%

DECREASES AT: 8 blocks

AMMO: 7.62mm x 3

REA: 0%

NOTES: This is the ammo for a basic, early sniper deck. It's not good to use this as a base weapon because while the ATK is higher than a PSG-1, the HIT % is too low, plus its range is a little low.

-----41. Mosin Nagant-----

TYPE: EQUIP

ATK: 250

HIT: 60%

DECREASES AT: 9 blocks

AMMO: 7.62mm x 1

REA: 0%

EFFECTS: Anti-armor

NOTES: It'll only hold one bullet, so no matter what ammo you use, it'll only shoot once. However, this is no problem, because it'll do 250+ damage, which is simply huge. Of course, the accuracy is a problem, right? Wrong. Just use either Sniper Wolf or Tony Redwood. The Mosin Nagant is the base weapon for the standard Sniper deck, and it's probably one of the most useful cards in the game.

-----44. RPG7-----

TYPE: USE

ATK: 170

EFFECTS: Anti-armor

NOTES: This puppy is the best rocket launcher-type thing around, since it isn't restricted to targetting machines only. Another useful weapon in the last battle.

-----199. XM8-----

TYPE: EQUIP

ATK: 50

HIT: 60%

DECREASES AT: 4 blocks

AMMO: 5.56mm x 6

REA: 70%

EFFECTS: Can move 6 BLK with MOVE; anti-armor; hit causes random status effect (bleeding, fall, burn, or sleep).

NOTES: The most awesome packed into one card. That's the best way to describe the XM8. This thing can literally perform nearly every action you could possibly need, short of something that would be a job for a sniper. Usually, M4 is used as XM8 ammo. Be sure to use the password function to unlock it.

-----204. Stinger (MGS2)-----

TYPE: USE

ATK: 180

EFFECTS: Anti-armor; locks on to machines only.

NOTES: Basically the same as Stinger (MGS1). I think they made another version so that you'd be able to bring more along in the last battle.

----- ACTION -----

-----49. Action +-----

EFFECT: Increases number of ACTIONS per turn by 1 (max. 4). Effect lasts for 10 turn. Can be stacked. Snake only.

NOTES: This card should be in every deck for Snake, bar none. It lifts the one thing that makes Snake suck: two actions per turn. Trust me, once you use this one often, you'll find out just how useful having an extra action or two can be.

ITEM

-----81. Stealth-----

EFFECT: EQUIP to use. Enemy no longer sees user. Disappears after 20 cost or when attacked.

NOTES: This is probably the single most important card in Metal Gear AC!D. Disappear at will? Extremely useful. This should be in every single deck, unless you have a bizarre fascination with getting hurt or something. Note that because it'll disappear after 20 cost, you should be using a lot of cost reducers while using it.

-----96. Therm. G.-----

EFFECT: EQUIP to use. In search mode, displays enemies within three blocks. Can also detect infrared sensors. Disappears after 40 COST. User incurs +2 COST per turn.

NOTES: While not being as good as Marionette Owl, it accomplishes roughly the same task. I would still suggest bringing along some of both for missions that require them.

-----103. Builder Bed-----

EFFECT: When EQUIPPED, automatically restores 50 LIFE from out of action.

NOTES: Handy when used with Liquid Snake.

-----104. Gijin-san-----

EFFECT: Increases all allies' ATK by 30 for duration of mission. Points are halved on MISSION COMPLETE screen. Cannot be used with "Big Boss". Does not affect explosives and universal attacks.

NOTES: Useful if you're having trouble with a mission in which you're getting swamped with enemies.

SUPPORT

-----133. Cost -12-----

EFFECT: Reduces user's current COST by 12. Cannot be applied to movement.

NOTES: Extremely handy. Most useful in the infamous "infinite turn" deck that is so popular. Basically, four of these and four Ingrams should be in most decks.

CHARACTER

-----136. Liquid Snake-----

EFFECT: "FOX DIE" Raises stats of user when EQUIPPED. ATK + 40, HIT + 40%, REA + 40%. User collapses after 20 COST.

NOTES: This is the centerpiece of the "Liquid Snake" deck (go figure). Basically, use this to kick ass, but once 20 COST has passed, you die. Very handy when you've got a lot of cost reducers.

-----137. Roy Campbell-----

EFFECT: "Air Strike" ATK 150 to a 5x5 area. Activates 10 cost after use.

NOTES: This card isn't really used much at all, but I once saw a cool deck that focused on having the user run all over the battlefield calling in air strikes while keeping cost at a minimum, then running for cover. After 10 cost, death falls like rain. It sounded like fun, so I stuck this in here.

-----139. Sniper Wolf-----
EFFECT: "Sniper" Attaches to WEAPON (EQUIP type only). HIT +50%. Effect lasts until EQUIPPED WEAPON is used once or until next turn.
NOTES: Some people use this with the Mosin Nagant in a sniper deck. It's pretty useful, but annoying, because you'll have to get this and a Mosin Nagant out at the same time to use, and use will take two actions and like 13 cost, which is no fun.

-----149. Gurlukovich Sld.-----
EFFECT: Movement card. Can move 5 blocks.
NOTES: Even though it's inferior to Ocelot Unit and Running Man, Gurluk Sld. can still be pretty useful, and is a good filler card if your deck isn't quite at 30 cards.

-----160. Johnny Sasaki-----
EFFECT: "Diarrhea" Destroys all cards in hand and draws six new ones.
NOTES: This is a pretty nice card. First of all, if your hand sucks, you can just use this and get a new one. Second, if it's the only card left in your hand, use it and you get six cards. However, just like diarrhea, if you get too much, you'll be in big trouble, because this card will make you "run" through your deck much more quickly, so you'll be dealing with the +10 COST of a deck reloading more often.

-----165. Big Boss-----
EFFECT: "Victory" Doubles PTS. Sets all allies' ATK to -40. Cannot be used in combination with "Gijin-san". Does not affect explosives and universal attacks.
NOTES: I always use this card in conjunction with a stealth deck, since I won't be getting any kills anyway. Trust me, this thing is useful, and makes point-farming much easier.

-----169. Running Man-----
EFFECT: "Out of Breath" Movement card. Can move 8 blocks.
NOTES: Belongs in every deck due to being the best movement card out there.

-----172. Marionette Owl-----
EFFECT: "Night Eyes" EQUIP to use. Visual range x2 in search mode. Disappears after 40 COST.
NOTES: Obviously, this is only useful like twice, in the powerplant and in multiplayer. However, that doesn't mean it should get ignored. Visual range x2 is nothing to sneeze at.

-----180. Jonathan Ingram-----
EFFECT: "Solution" Reduces user's current COST usage by 20. Cannot be applied to movement. *cannot be used in LINK BATTLE mode
NOTES: Another card that belongs in every deck. Ingram is so useful, it's absurd.

-----181. Tony Redwood-----
EFFECT: "Mr. Goddard" Sets hit rate of all players on stage to 100%. Effect lasts for three turns.
NOTES: While it obviously can be a risk, Tony is probably the most popular way of making the Mosin Nagant useful in a sniper deck. Just be careful that you don't give any enemies a shot at you while it's in effect.

-----187. Ocelot Unit-----
EFFECT: Movement card. Can move 6 blocks.
NOTES: While not universally used, this is in most decks, since it's the second-best movement card and people love movement cards.

GENERAL DECK BUILDING TIPS

1. DON'T DO TOO MUCH

Decks should generally have one centerpiece, e.g. the XM8 or Mosin Nagant. Don't throw in multiple sets of weapons, (don't have a deck with both the XM8 and Mosin Nagant, for example), because that will be overkill, and a waste of space that could be spent making a single weapon set more effective.

2. DON'T OVERLOAD

Decks can contain 30-40 cards. Now, at first it might seem logical to pack them to the brim and use up all 40 spots, but that actually isn't good most of the time. Most decks work just fine with 30 cards, so throwing in more will just dilute the deck and make it more difficult to get the essential cards out, since you'll be going through a lot of fluff to get to them.

3. BE WARY OF COST

Cost reducers are probably the single most important part of a good deck. Now, in multiplayer, I realize that Johnny Ingrams aren't allowed, but that doesn't mean that you shouldn't use standard Cost - (x) cards. Seriously, cost reducers are very important.

Also, don't use cards that have unreasonably high cost, especially if you don't have any way to eliminate that cost. Cards like the Metal Gears are a perfect example. Sure, they cause a lot of destruction and mayhem, but you'll be a sitting duck when the reinforcements come. Stuff like the Mosin Nagant provide the exception, although they aren't as severe in cost as the Metal Gears by any stretch of the imagination.

4. BE STEALTHY

Being swamped by a bunch of enemies that have been alerted to your presence is not only dangerous, but harmful to your funds at the "mission complete" screen. Because of this, keep stealth going as much as you can. Of course, the Stealth card can be very, very useful in this goal, and should almost always be included.

5. USE THE RIGHT CHARACTER

Some decks work better for Snake, and some work better for Teliko. For example, Sniper decks are usually more Teliko-appropriate, since they will be using a bunch of cards in combination and she has more actions per turn. Yes, Snake can get Action + cards, but it's a bad idea to make a deck's primary object depend on a secondary object like the Action + card.

6. DECKS SHOULD WORK TOGETHER

Snake and Teliko are a team, and the decks you use for them should work as such. For example, don't give Teliko a stealth deck and Snake an explosions

deck, since Snake's deck will kind of screw Teliko's over.

7. MOVEMENT CARDS ARE GOOD

In almost every level, agility and speed will be useful. Because of this, bringing along at least four (and preferably eight) movement-specific cards is something that everyone should do. Of course, the best movement card is Running Man, and the second-best is Ocelot Unit, so everyone should be using a few of those.

8. THE MORE OF ONE CARD, THE MERRIER

Anyone who played Pokemon back in the day knows that having four of each card is generally a good idea. Having 30 different cards is just suicide. Of course, be judgmental; don't automatically put in four of a card when the card is just filler or something. This kind of ties into the "don't do too much" idea, but it's a bit more specific.

Generic deck structure

So, basically, here's what the average deck should look like:

[your best cost reduction cards] x8

[your best movement cards] x8

Stealth x4

[whatever weapons/etc you want] x10

This will work even if you don't have four of the high-powered, awesome cards like Johnny Ingram and Running Man.

Sample decks

A lot of these will use fairly rare cards that can be tough to get four of. If this is the case for you, most of them (Running Man, Johnny Ingram, etc.) have lesser, more common equivalents that you can sub in for the time being. However, many don't, and you'll just have to deal with that.

Also, I've left various cards out of a bunch of these decks that you may or may not want to have on hand, such as Big Boss or RPG-7. If that's the case, add them in, and if it's necessary, take some filler cards out.

Note that while I do consider myself to be pretty good at deckbuilding, I'm not a grandmaster, so if you find something that you think could be done better here, just drop me an email and let me know what's wrong and I'll change it if I agree with you. Also, if you've got a deck that isn't up here, I'd be happy to post it as long as it doesn't suck.

Sniper - Beginner (Snake/Teliko)

PSG-1 x4

SVD Dragunov x4

Stealth x4

Cost -12 x4

Gurlukovich Sld. x2

Running Man x4

Jonathan Ingram x4
Ocelot Unit x4
TOTAL CARDS: 30

STRATEGY: Pretty basic. Equip the PSG-1 and use the SVD Dragunov as ammo. I included four PSG-1s because they can often be used as ammo effectively, too. This deck will work for both Snake and Teliko, since there isn't much of a combo going here. Now, since this deck is kind of themed around a bunch of not-so-rare cards, I didn't include this, but if you can, use the AKM in place of the SVD Dragunov, since they provide the same amount of ammo, but the AKM will use less cost to fire.

Sniper - Sniper Wolf (Teliko)

PSG-1 x4
Mosin Nagant x2
Stealth x4
Cost -12 x4
Running Man x4
Jonathan Ingram x4
Sniper Wolf x4
Ocelot Unit x4
TOTAL CARDS: 30

STRATEGY: Use the Mosin Nagant as equipment first and not ammo, since its cost is slightly higher than the PSG-1. Anyway, equip the Mosin and use Sniper Wolf plus the PSG-1 to fire. Some prefer this over the Tony Redwood sniper deck because the single-turn cost is lower (5 for Sniper Wolf vs. 10 for Tony Redwood), and it doesn't give the enemies any advantages like Tony Redwood does. However, it means that you'll have to have a Sniper Wolf for each time you plan to shoot anyone, so getting the right cards can be difficult.

Sniper - Tony Redwood (Teliko)

PSG-1 x4
Mosin Nagant x2
Stealth x4
Cost -12 x4
Running Man x4
Jonathan Ingram x4
Tony Redwood x4
Ocelot Unit x4
TOTAL CARDS: 30

STRATEGY: Use the Mosin Nagant as equipment first and not ammo, since its cost is slightly higher than the PSG-1. Anyway, equip the Mosin and use Tony Redwood plus the PSG-1 to fire. This combo-ing means that Snake won't work well with this deck. This is probably the best Sniper deck.

XM8 (Snake)

M4 x3
Action + x2
Stealth x4
Cost -12 x4
Gurlukovich Sld. x2
Big Boss x1
Running Man x4
Jonathan Ingram x4

Ocelot Unit x4
XM8 x2
TOTAL CARDS: 30

STRATEGY: This deck's objective is simple: use the XM8 to kick the collective behind. There's only three M4s for two reasons: 1) the XM8 itself works as fine ammo, and 2) it leaves room for a Big Boss (which you should obviously wait until the end of the level to use). I guess this deck would work for Teliko, but it involves getting pretty close up, which could be dangerous due to her lower HP. Besides, there are better decks that she could use.

Point farmer (Snake/Teliko)

Makarov x1
M9 x4
Action + x2
Stealth x4
Cost -12 x4
Gurlukovich Sld. x2
Big Boss x1
Running Man x4
Jonathan Ingram x4
Ocelot Unit x4
TOTAL CARDS: 30

STRATEGY: You should only use this on missions that don't require you to kill anyone, because you won't be bringing any weapons to do so. Use the Makarov as ammo for the M9 (it's only there because there was space and ammo is always good). Don't plan on ever shooting a single bullet, though, focus entirely on zooming through the level, and only shoot if someone's blocking the way.

Now, you're going to have to use this deck with both Teliko and Snake if you're going to run it, most likely. I would suggest having Snake carry Big Boss. For Teliko, you won't be using the Action +, obviously, so take those and Big Boss out and put in a SOCOM and two more Gurluk. Sld. The SOCOM is in case you run into a camera that's watching over a guard that you need to put to sleep. Again, be sure to use the Big Boss near the end of the level, because if you use it and run into a camera dilemma after, you'd be in trouble.

Air Strike (Snake/Teliko)

Stealth x4
Cost -8 x4
Cost -12 x4
Roy Campbell x4
Johnny Sasaki x2
Running Man x4
Jonathan Ingram x4
Ocelot Unit x4
TOTAL CARDS: 30

STRATEGY: This is honestly probably the most awesome deck idea I've seen. Basically, it works best if both Teliko and Snake are using this. Anyway, you run around the level and call in air strikes while using no cost whatsoever (reduce away whatever you incur). Once you're all out of air strikes, take cover and let 10 cost pass for a bunch of fun. The Johnny Sasaki is basically filler, but I threw him in in case you "run" out of cards (oh man, I love saying that). This deck is essentially a joke, so don't try and run it and expect incredible results.

I'm really, really sorry, but I don't recall the creator of this deck. If it's you and you read this, and you want credit or whatever, just email me and I'd be glad to give you credit. I'll take it down if you really want, but I kinda like it :(

Liquid Snake (Teliko)

M4 x3
Stealth x4
Cost -8 x3
Cost -12 x4
Liquid Snake x2
Running Man x4
Jonathan Ingram x4
Ocelot Unit x4
XM8 x2
TOTAL CARDS: 30

STRATEGY: Basically, equip Liquid Snake and an XM8 and wreak havoc with your newfound godliness, but be sure to cost-reduce as much as you possibly can. Obviously, you will eventually hit 20 cost (no matter how much you reduce, it's inevitable), so be sure that your ally has a Medical Kit in their deck. This could be used on Snake, but it's another where three actions would be pretty useful, and I didn't want to throw in Action +'s because that would make the deck too big.

Liquid Snake/Builder Bed (Teliko)

M4 x3
Equipment LV. 2 x1
Stealth x4
Builder Bed x2
Cost -12 x4
Liquid Snake x2
Running Man x4
Jonathan Ingram x4
Ocelot Unit x4
XM8 x2
TOTAL CARDS: 30

STRATEGY: This is a variation on a Liquid Snake deck I've seen that adds two Builder Beds and some Equip Lv. 2s so that you'll be instantly revived when FOXDIE kicks in. It gets rid of the Cost -8s, though, so keeping cost down won't be quite as easy. If you want, you could go over 30 cards and include the extra cost reduction. One annoyance with this guide is that you'll have to use Equipment Lv. 2 to get enough room for everything you'll want to equip.

Liquid Snake Melee (Snake)

Action + x4
Stealth x4
Cost -8 x4
Cost -12 x4
Liquid Snake x2
Running Man x4
Jonathan Ingram x4
Ocelot Unit x4

TOTAL CARDS: 30

STRATEGY: Another Liquid Snake variation. This one relies on the whole basic punch attack thing to do any damage. With Liquid Snake beefing you up, that melee attack is going to be doing a whole lot of damage. Because you can use handy cards in place of where weapons would normally go, I think I like this deck more than the other Liquid Snakes.

Search mode (Snake/Teliko)

M4 x3
Action + x2
Stealth x4
Cost -12 x4
Big Boss x1
Running Man x4
Jonathan Ingram x4
Ocelot Unit x4
XM8 x2
Marionette Owl x4
Therm. G. x2
TOTAL CARDS: 34

STRATEGY: This is just for when the lights are out and you don't know where you're going (Power Plant, hint hint).

CQC (Snake)

Rush x4
Action + x2
Stealth x4
Cost -12 x4
Running Man x4
Jonathan Ingram x4
Ocelot Unit x4
Johnny Sasaki x4
TOTAL CARDS: 30

STRATEGY: Equip a Rush, sneak up on someone, and use Rush + Rush for an instant kill. Pretty basic. It should be noted that I never really used a CQC deck, so this probably sucks. If anyone knows a better way, dropJme a line.

Last Battle (Snake)

Stinger (MGS1) x4
RPG7 x4
Cost -8 x2
Cost -12 x4
Running Man x4
Jonathan Ingram x4
Ocelot Unit x4
Stinger (MGS2) x4
TOTAL CARDS: 30

STRATEGY: Pummel the hell out of... the final boss (no spoilers, sha-ZAM!)

Last Battle (Teliko)

Box A x2
Box B x2

Box C x2
Box D x2
Ally Cost -4 x2
Cost -8 x4
Ally Cost -8 x4
Cost -12 x4
Ally Cost -12 x4
Jonathan Ingram x4
TOTAL CARDS: 30

STRATEGY: Sit in the box and reduce Snake's cost. That's what I always do with Teliko for the... final battle.

Wow, I just realized I threw in a final battle guide at random here. Sweet.

Legal/etc.

GameFAQs contributor page:

<http://www.gamefaqs.com/features/recognition/55666.html>

Email:

KingLUEshiFAQs [at] gmail [dot] com

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- Konami and anybody else involved with this game, for making it
- CJayC, for making GameFAQs
- AstroBlue, for letting me use his legal info
- emagius, for showing me a VERY useful trick for formatting .txt files

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