

Metal Gear Acid 2 Snake Infinite Turn Deck FAQ

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I.T. : A METAL GEAR ACID 2 DECK PRIMER

by Mister Vader

Bear with me, this is my first game FAQ.

Now, since I'm a Magic: The Gathering player, I'll do an actual primer to REALLY show how the Infinite Turn deck works, and even demonstrate first hand the way the deck achieves these Infinite Turns. There're a lot of flexible slots for customization here and there, but for now, just follow the decklist I will outline.

This is the I.T. deck. For lack of a better name, and I'm sure I'll change it to something once I find a better one, it's called I.T. because it's an Infinite Turn deck that relies on key card interactions that keep it going indefinitely.

The I.T. deck, furthermore, is named in honor of one of my favorite Magic decks: Intuition Tendrils, which is a combo deck, just like this one.

Take note that unless specified, the I.T. deck is mainly a Snake deck. I have yet to playtest the effectiveness of the same take on Venus.

I. SNAKE'S DECK:

CARD DRAW:

2 Briefing

2 Briefing +

2 Johnny Sasaki

2 Johnny Sasaki+

2 Olga

2 Olga+

THE ENGINE:

2 Extra Turn

2 Extra Turn+

THE ENABLERS:

4 Action++

3 Cost+Rest x2

1 Rest x2

THE KILL CONDITIONS:

2 Super Dragons

TOOLBOX:

2 Action + Linkage +

1 Spin Kick

1 Big Boss

TOTAL: 30 cards

II. VENUS' DECK

There are two ways to do Venus' deck. One is an attempt to duplicate Snake's deck by taking most of the same cards Snake himself uses. The other approach is to purely be a support character, meant to do nothing but decrease costs for Snake in the event that Snake's initial hand or action chain fizzles.

II. A. VENUS' DECK, VERSION 1 (I.T. Lite, an attempt to mimic Snake's build.)

CARD DRAW:

2 Briefing
2 Briefing +
2 Johnny Sasaki
2 Johnny Sasaki+
2 Olga
2 Olga+

THE ENGINE:

2 Extra Turn
2 Extra Turn+

THE ENABLERS:

3 Cost+Rest x2
3 Rest x2

THE KILL CONDITIONS:

2 Super Dragons

TOOLBOX:

2 Action + Linkage +
2 Action + Linkage
1 Spin Kick
1 Genola

Total: 30 cards

II. B. VENUS' DECK, VERSION 2 (Pure Support to Snake.)

CARD DRAW:

2 Johnny Sasaki+
2 Briefing+
2 Briefing
2 Olga+
1 Funds+

COST REDUCERS:

2 Johnathan Ingram
2 Johnathan Ingram+
2 Cost -12
2 Cost -10
2 Cost -8
2 Ally Cost -12
2 Ally Cost -10
2 Ally Cost -8
1 Meryl Silverburg

EXTRA ACTIONS:

2 Action Linkage+

2 Action Linkage

III. DECK OBJECTIVE:

Given the engine of the deck, the idea is to simply chain infinite turns to do any of the following:

1. Kill bosses, assuming they are NOT immune to explosions. If they are, replace the Dragons with your most powerful weapons of choice, preferably one that hits 100% of the time. That being said, this is my deck of choice in the Arena. This deck is MADE for the Arena. Try it yourself. All those people complaining about Teliko or Venus or The Boss? Pshaw. :P

I have yet to test if the infinite turn engine can host Liquid Snake, but it may very well be possible because AFTER your mission, the Total Cost report is 0. Don't quote me on this yet, but I think THIS is potentially the best Liquid Snake deck around, if my hypothesis is correct.

I'll test the Liquid Snake theory after I finish this primer.

2. Eliminate all opponents in one run through, all with Snake and ONLY Snake being the one guy to ever take a turn. This is the deck I use when I feel lazy during the point farming bit I do at the Train stage in Story mode.

3. Do stealth missions, assuming you don't mind killing the guys who could catch you. The Super Drags will do the work for you.

NOTE: Unless you build Venus' deck similarly, you can't do any mission that requires both of you to step on a specific spot on the map. This is because you will take infinite turns while Venus is standing there, doing absolutely nothing. Until I get a full set of Action+ Linkage cards, I can't playtest a Venus version of this deck, since she has a glaring shortcoming Snake doesn't have: she doesn't have Action++ cards. In theory, though, she can get away with it since she has a natural 3 actions a turn.

IV. HOW TO PLAY THE DECK:

This is mainly a combo deck, so of course, while you can do Stealth because of the way the deck flows, the main thing we have to talk about for you to understand this deck is the combo.

The combo consists of chaining actions together by drawing, moving, landing some Action+ Linkages, and of course, getting additional actions per turn, whether via Double Action cards or Action ++. Among the actions you take, one of them MUST be Extra Turn or Extra Turn+, so that the moment you end your turn, it's still your turn, regardless.

Your Cost will naturally get higher and higher the more actions you take, but you will continue taking extra turns thanks to the Extra Turn/Extra Turn+ cards, all the while moving closer to your targets by using the Move option on redundant cards in your hand, like Draw-6's (Briefing, Johnny Sasaki, etc.). You only need one Draw-6 in your hand at any given time, after all.

As you take turns and increase your Cost (To a maximum of 999.), you

can then shoot at your targets with your Super Dragons, which don't miss, and deal damage equal to your total Cost x15. Because you've been doing nothing but up that Cost, you will deal MASSIVE damage to your opponent, which can result in up to 9999 damage, total!

What makes this deck amazing is that the redundancy allows me to have one-ofs that I will DEFINITELY find while I go infinite. This is why I included a singleton Spin Kick+ to deal with Equipment, and then Big Boss to maximize the points I gain from completing any given mission.

The strategy is to learn how to allocate your remaining actions and chain them optimally so that you can maximize your cost, while never relinquishing your consecutive turns, effectively yielding you I.T.: Infinite Turns.

Do not hesitate to end your turn even if you haven't used all your actions in a turn. For example, if you already used Double Action and you have one more in hand, if you feel you might not find another one, don't waste it on movement and instead end your turn so you can ideally draw two new cards you can abuse with your Double Action turn.

This idea is very sound in the event that you only have one action left, and are left with a Draw card and Double Action, or Extra Turn, and you already played Extra Turn and Double Action.

Lastly, don't forget to replay Action++ every now and then. You lose Action++ in ten turns, after all.

V. DETAILED SAMPLE GAME:

I playtested this deck on Extreme Mode in the Arena, going through around 20 stages, including the Teliko/Venus tandem. Not ONCE did I ever stall out.

Furthermore, while tweaking this deck, I also playtested this deck in Arena for Easy, Normal, and Hard, for at least six games each. The same result happened: there wasn't a single time I fizzled out on the loop.

This fact held true even in the point farming Train stage in Story Mode, which I did fifteen run-throughs of to gain points for packs.

My findings were astounding. The deck's redundancy is so high that you WILL find whatever you need with almost ANY opening hand.

Let's run a sample game right now. I am playing in the Arena on my PSP as I write this, just to give you an idea how it would look like.

FURTHERMORE, since I am using my actual game, this means that I am NOT running the optimal list I outlined above. I only have ONE Action + Linkage. I replaced that with a second Double Action card, upping my Double Action cards, both upgraded and non-upgraded versions, to five.

V.A. TURN ONE

I am in the laboratory-like stage, and my opponents are Revolver Ocelot and the Sniper guy.

My opening hand:

Action++

Extra Turn+

Spin Kick

Olga+

Briefing

Johnny Sasaki

Now, looking at this hand, you have to agree it's a good one. It has the stuff I need to get started: a way to increase my Action output (Action++), an Extra Turn card, and some card draw. I don't need a kill condition for a good while anyways, until I rack my cost up to a high number.

So, let's start by playing Action++, followed by Extra Turn+. I have 2 actions left, my next turn is guaranteed, and now I have a chance to maximize my draw-3 with Olga+.

Olga nets me:

Action++

Action++

Double Action

Not bad, but could be better. At least I'm guaranteed 8 actions next turn. I use my last Action for this turn by moving with an extra Action++ to walk a bit towards my opponents, then end my first turn.

TURN TWO

I draw one card. Guess what? It's Extra Turn! Talk about a lucky topdeck. But let's pretend I didn't get that card, and instead got something else. The burning question is: would I find a SECOND Extra Turn to prove my point that I can find ANY card I want from my deck, and search for it ad infinitum?

Let's see.

I open with Double Action, so I'd have 7 Actions left. Then, I use three cards, Briefing, Action++, and Spin Kick to walk towards my enemies. I am now facing both of them, and I am left with 4 actions, Extra Turn, and Johnny Sasaki.

Let's pretend I don't have Extra Turn in my hand. I'll use Johnny Sasaki now. My new grip reveals:

Olga

Olga

Double Action: Cost x2

Big Boss

EXTRA TURN+

Johnny Sasaki+

Now, from what we can see, with three actions to go, I can simply play Sasaki again and look for Extra Turn in that volley, but I found it here already. I know that I have a couple of Briefings still in my deck, and with only 14 cards left in my deck, you can be sure that with two Actions I have left to find the card I need (Remember that I still have 2 Extra Turns in the deck prior to

casting Sasaki.), a new grip would mean that I had 4 Draw-6 cards, 1 Olga card, and 2 Extra Turn cards to look for. That's 7 cards out of 14, and when you draw a new hand with Sasaki, the odds of you not finding any of those 6 in the new hand are VERY low.

But all that is moot. I found Extra Turn. Let's play that to be sure, then play Big Boss. I have one action left, and let's use Olga for that. Olga gets me:

Briefing+

Briefing

Action+ Linkage, which fizzles, since I already had 8 actions that turn.

TURN THREE

My draw nets me Double Action: Cost x2, and Extra Turn+. Surprise, surprise. What did I say about chaining infinite turns? ;)

I cast Double Action: Cost x2 first, then cast Extra Turn+. I then waste the rest of my hand by using Move on the other cards and just staying where I am. This is to up my accumulated Cost. Afterwards, I use Johnny Sasaki+ to draw a new hand. I get:

Olga+

Johnny Sasaki

Action++

Briefing+

Super Dragon

Super Dragon

Wow. I now have a chance to win it. I currently have a grand total of 117 cost, which means my Super Drags would do around 2106 damage, since I'm attacking my opponents from the flank. That's not yet enough, as the guys have 2500 hit points each. Let's build up that Cost some more, by burning up Briefing+ and Action++. Remember to recast Action ++ from time to time because you are still taking turns, despite never giving your opponents their own. This means that after 10 of your own turns, you go back to 2 actions a turn.

TURN FOUR

Now, it's winning time. I have 138 cost, and I draw two new cards, giving me this hand:

Action++

Double Action: Cost x2

Olga+

Super Dragon

Super Dragon

Johnny Sasaki

Wow. Let's start with Double Action: Cost x2, then follow it by using Action++.

Then, let's draw three cards from Olga. We get:

Briefing

Johnny Sasaki+

Double Action

I have 167 cost now, and I can burn through the deck some more and search for a new Extra Turn card, or just forget that and shoot the Super Drags in my hand.

So let~~痴~~ shoot some Super Dragons.

The rocket connects and deals 3006 damage, and since in this stage, Revolver Ocelot and the Sniper guy are standing beside each other, they both take 3006 damage.

One shot. Both dead. I net 20,000 points for my effort, Rank S.

Cost 0
Found 0
Kills 2
Total Damage 00

It took me four turns total, but neither my opponents nor Venus ever moved even once.

VI. CONCLUSION

This is my pride and joy, as I came up with the deck in a vacuum, just by looking at the cards while I was playing one day. If you have any great ideas to make this deck even better, I'm all ears. For now, this is the most consistent, most blatantly overpowered deck I've ever come up with in Metal Gear Acid, whether 1 or 2.

I hope you liked it. If you have any ideas to improve the deck, feel free to e-mail me at mistervader@gmail.com.

VII. LEGAL JARGON

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VIII. CREDITS

Konami for making a great game for the PSP.
GameFAQs for hosting this FAQ.