

Metal Gear Solid: Digital Graphic Novel FAQ/Walkthrough

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Updated to v0.7 on Sep 21, 2007

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Guide Information

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- Version History -

September 21, 2007 - v0.7 - Minor updates. In light of the upcoming DGN2 as well as a re-release of DGN1 with full voice acting, I finally decided to come back to this guide. Touched up the walkthrough so it is now complete. Added a FAQ section.

October 2, 2006 - v0.6 - Major update. The walkthrough is essentially finished. All of the elements locations within the DGN, as well as all of their connections inside the memory cube are listed. I just need to verify one or two small things. The "Memory Element Reports" section is also complete.

September 25, 2006 - v0.2 - Guide is created. It is far from done, but I wanted to get it up for public viewing.

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(1) Introduction

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This section is to give you an idea of what this game, as well as this guide, is all about. You'll find a brief description of the game, how you will be "playing" it, controls, etc.

1.1 - Game and Guide Overview

This is the first FAQ I've ever done, so hopefully it won't be too poor. I chose this game to be my first FAQ for several reasons. For one, nobody else has made any type of FAQ for it yet. Secondly, it's relatively short, simple, and straight-forward. Thirdly, I love the Metal Gear series.

With that being said, should you feel any desire to e-mail me then please do so. Whether it be a question, comment, request, correction, whatever the reason may be.

Now then, this game is called Metal Gear Solid: Digital Graphic Novel. It's based off of the comics written by Kris Oprisko with artwork by Ashley Wood. Those comics are based off of the video game Metal Gear Solid: The Twin Snakes for Nintendo Gamecube, which is based off of Metal Gear Solid for Playstation. A lot of branches on this tree, huh?

However, the term "game" is used rather loosely. It's more like an interactive comic book. What you'll be doing is watching the DGN (labelled as "VR Simulation Mode"), and stopping the novel at certain points to search within it's pages to find hidden memories ("Mental Search Mode"). Then once you've

gone through the entire DGN, you will connect all of the memories you've found inside a big 3-D cube ("Memory Building Simulation Mode"). Doing so will cause new memories to resurface within the cube as well as the DGN.

That's about it, so let's get started!

1.2 - Controls

This section will contain controls for each three modes, as well as how to save, bookmark pages, and so on.

1.3 - Game Modes

This section will explain the three modes of the game, how to read the screens, read the Sync bar, etc.

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(2) Walkthrough

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This section contains the basic walkthrough of the game. You will be going through the digital graphic novel itself (VR Simulation Mode), then connecting the memories within the 3-D memory cube. You'll also have to return to the DGN to collect a few new "Flashback" memories. These are memories that appear in VR Simulation Mode (the DGN itself) only after a particular set of memories have been connected in Memory Building Simulation Mode (the 3-D memory cube).

Sadly, there is no bonus or benefit for completing the memory cube, other than the satisfaction of knowing you have it done. But I know that's more than enough for you!!

Now here is the guide, listing where and when to find each memory, and where to connect them. This is in a rather simplistic form, as this is a strange game in terms of making a guide. Here's the basic idea of how to read it:

[a] [b] [c] [d]

3) Colonel Campbell: 100%, (-43, 0), P4F1

[a] This is the name of the memory. When you place the cursor over the memory element, this is the title you'll see inside the cursor.

[b] This is the zoom percentage, which ranges from 100% to 300%.

[c] These are the coordinates on the page, which are located on each corner of of the screen. The first coordinate is the horizontal axis (in other words, move the cursor left-to-right and this coordinate will change) and can be seen in the bottom-left and upper-right corners of the screen. The second coordinate is the vertical axis (move the cursor up-and-down and the coordinate will change) and is located in the upper-left and bottom-right corners of the screen.

[d] This is the page and frame of where you'll find the memory. P4F1 translates to Page 4, Frame 1. You can see a list of pages ("Simulation

Data") by pressing the R shoulder button when in VR Simulation Mode or at the start menu. However, the frames can be a little more difficult to distinguish. Typically, I consider each loaded picture to be a frame (when you see the small square flashing in the bottom-right corner, that's a new picture loading.) When in doubt, go to the Simulation Data and count the picture on the page.

You'll also find some labelled as FM1), FM2), and so forth. These are Fox marks, which are also hidden throughout the DGN. They're that cool Kojima Productions logo, and are typically hidden behind characters and walls.

Keep in mind that the zoom percentage and coordinates are estimates. While you most certainly will find the memory at those exact coordinates, you don't have to be EXACTLY there to find it.

If I find that a lot of people are having trouble navigating this guide, I will make a more descriptive and thorough guide. But this should suffice for getting you through.

2.1 - VR Simulation

Here is a list of the memory elements and Fox marks you will find going through the DGN for the first time.

- 1) Solid Snake: Initially Found
- 2) Sneaking: Initially Found
- 3) Colonel Campbell: 100%, (-43, 0), P4F1
FM1) 279%, (-106, +42), P4F1
- 4) Naomi Hunter: 228%, (+106, -75), P4F1
- 5) Former Foxhound Commander: 189%, (-074, -062), P4F1
- 6) Alaska: 100%, (+048, +002), P4F2
- 7) Next Generation Special Forces: 210%, (+061, -094), P4F2
- 8) Retrovirus: 287%, (-161, -013), P4F2
- 9) Medical Staff: 100%, (+000, +000), P4F3
- 10) Terrorists' Demands: 300%, (+000, +000), P4F3
- 11) Big Boss's Body: 300%, (+000, +000), P4F3
- 12) Solider Genes: 100%, (+016, +000), P5F1
- 13) Legendary Mercenary: 156%, (+004, -033), P5F3
- 14) Original Foxhound Commander: 300%, (-030, -068), P5F3
- 15) Big Boss: 132%, (-066, -034), P5F3
- 16) Psychic Powers: 100%, (+000, +000), P6F2
- 17) Sniper: 133%, (+000, +000), P6F2
- 18) Master Of Disguise: 178%, (+000, +000), P6F2
- 19) Shaman: 218%, (+000, +000), P6F2
- 20) Pistol & Torture Specialist: 268%, (+000, +000), P6F2
- 21) Big Boss's Sons: 288%, (+000, +000), P6F2
- 22) Foxhound's Leader: 300%, (+000, +000), P6F2
- 23) Support Team: 189%, (+050, -044), P7F2
- 24) The Only Man Who Knows Snake: 253%, (-087, -081), P7F3
- 25) Commander: 257%, (-087, -081), P7F3
- 26) Niece: 189%, (+000, +000), P7F4
- 27) Revolt: 191%, (+000, +000), P7F4
- 28) Foxhound Member 1: 213%, (+112, +106), P7F4
- 29) Foxhound Member 2: 218%, (+112, +106), P7F4
- 30) Foxhound Member 3: 218%, (+112, +106), P7F4
- 31) Foxhound Member 4: 218%, (+112, +106), P7F4

32) Foxhound Member 5: 218%, (+112, +106), P7F4
FM2) 278%, (-044, +074), P8F2
33) Operation Objectives: 166%, (+000, +000), P9F1
34) DARPA: 231%, (-133, -023), P9F2
35) Armstech: 231%, (-133, -023), P9F2
36) Stop The Terrorists: 236%, (-133, -023), P9F2
37) Confirm Nuclear Launch Capability: 241%, (-133, -023), P9F2
38) Rescue The Hostages: 245%, (-133, -023), P9F2
39) Sneaking Suit: 187%, (-087, -044), P10F2
40) Nanomachine's Effects: 180%, (-130, -067), P10F2
41) Nanomachine: 135%, (+000, +000), P10F3
42) Auditory Ossicles: 166%, (+126, -003), P10F4
43) Liquid Snake: 113%, (-042, +004), P11F1
44) Genome Soldiers: 100%, (+046, +000), P11F2
FM3) 229%, (+081, +008), P11F2
FM4) 292%, (+276, -002), P13F1
45) Cigarettes: 171%, (-004, +075), P14F3
46) Only Personal Item: 176%, (-004, +075), P14F3
47) Hind-D: 209%, (+134, -060), P15F1
48) 5.56 MM Trumpet: 239%, (+005, -035), P15F1
49) Support Team 4: 176%, (-040, -161), P15F2
50) Diversion: 128%, (+000, +000), P15F3
51) Sortie From Kalena Base: 142%, (+000, +000), P15F3
52) F-16: 149%, (+000, +000), P15F3
53) Mei Ling: 166%, (+000, +000), P17F2
54) Soliton Radar: 236%, (-109, -016), P17F2
55) Correspondents: 113%, (+006, -029), P17F2
56) Codec Developer: 172%, (-096, -025), P17F3
57) Genome Soldiers' Arsenal: 199%, (+092, -022), P18F1
58) Pineapple: 182%, (+007, +147), P18F2
59) Socom Pistol: 215%, (-018, -024), P19F1
60) Equipment Procured On Field: 237%, (+155, +050), P19F1
61) Chaff Grenade: 274%, (+183, +053), P19F1
62) M-9: 283%, (+159, +099), P19F1
FM5) 218%, (+374, +068), P24F4
63) Stealth Intruder: 219%, (+020, +013), P26F1
64) Night Vision Goggles: 268%, (-063, +111), P27F2
65) Cell: 192%, (+204, -042), P29F2
66) DARPA Chief: 257%, (+174, -073), P29F2
FM6) 100%, (-005, -118), P29F3
67) Imprisoned: 128%, (-044, +037), P30F2
68) Meryl Silverburgh: 200%, (-081, +078), P30F3
69) Ability To Launch Nuclear Weapons: 100%, (-494, -0030, P31F4
70) Black Projects: 157%, (+000, -107), P32F2
71) Military-Industrial Complex: 193%, (+123, -059), P33F1
72) Nuclear-Mounted Walking Tank: 263%, (-039, -143), P33F1
FM7) 288%, (+196, -047), P33F3
73) PAL System: 256%, (-137, -129), P34F1
74) Two Detonatoins Codes: 189%, (+116, -035), P34F2
75) Detonation Code A: 210%, (-127, -089), P34F3
76) Psycho Mantis: 166%, (+000, +000), P34F4
77) Detonation Code Emergency Cancellation Keys: 175%, (-116, -059), P35F1
78) Three Key Types: 170%, (+158, -047), P35F2
79) PAN Card: 119%, (-007, -004), P35F4
80) White House: 239%, (+000, +000), P36F1
81) Pentagon: 293%, (+000, +000), P36F1
82) Cardiac Arrest: 225%, (-105, +005), P36F2
83) DARPA Chief's Death: 100%, (-629, +021), P37F1
84) Johnny Sasaki: 189%, (+000, +000), P37F4
85) Rookie: 174%, (-107, -113), P38F2

86) Brainwashed Genome Soldiers: 189%, (-005, -026), P42F2
87) Detonation Code Acquisition Failure: 166%, (+000, +000), P42F3
88) Revolver Ocelot: 166%, (+000, +000), P42F3
89) Liquid's Miscalculation: 100%, (-189, +002), P42F3
90) Corpse In Cell: 113%, (+102, -004), P42F4
91) Interrogating Snake: 271%, (+002, +022), P42F5
FM8) 270%, (-098, -123), P44F4
92) Psychometric Interference: 220%, (-011, +006), P45F1
93) C4 Explosive: 203%, (-017, +038), P46F2
94) President Of Armstech: 166%, (+000, +000), P47F2
FM9) 270%, (-114, +152), P47F3
FM10) 300%, (+012, +020) P49F2
95) Single Action Army: 249%, (+017, +086), P52F1
96) Joy Of Reloading: 100%, (-011, -019), P55F1
FM11) 192%, (+209, +091), P58F3
97) Cyborg Ninja: 166%, (+000, +000), P62F1
98) Stealth Camouflage: 100%, (-050, +000), P63F2
99) Revolver Ocelot's Hand: 145%, (-060, +049), P63F2
100) Katana: 100%, (+050, -010), P63F3
FM12) 300%, (-186, +111), P64F1
101) Neither Friend Nor Enemy: 100%, (+000, +000), P64F3
102) Cyborg Ninja's Arsenal: 166%, (-038, +037), P65F1
FM13) 293%, (-076, -071), P65F1
103) Exoskeleton: 198%, (-065, -056), P65F2
104) The Cyborg Ninja's Obsession: 186%, (+011, -016), P65F3
FM14) 287%, (+123, +107), P66F2
FM15) 281%, (+006, -157), P72F1
FM16) 271%, (+014, +137), P75F2
105) Detonation Code B: 178%, (-009, -071), P76F1
106) Mind Reading: 189%, (+116, +000), P76F2
107) Art Of Mind Protection: 172%, (-095, +000), P76F4
108) Success In Obtaining The Detonation Code: 166%, (-075, +000), P77F1
109) Hal Emmerich: 166%, (+000, +000), P78F1
110) Metal Gear Creator: 189%, (+035, -068), P78F1
111) Nuclear Outflow: 189%, (+000, -111), P78F2
112) Overcoming Deterrence: 195%, (-011, -054), P78F2
113) New Nuclear Weapon Exercise Data: 242%, (+065, +108), P79F1
114) Optical Disc: 215%, (-014, -062), P79F2
115) Apoptosis: 110%, (+023, +228), P80F1
116) Armstech President's Death: 282%, (+154, -041), P81F1
117) Camera: 217%, (+233, +037), P81F1
FM17) 208%, (+125, -102), P82F1
FM18) 285%, (-190, +035), P82F1
118) Cardboard Box: 166%, (+000, +000), P82F3
119) MP5 SD5: 289%, (+110, -015), P82F3
120) FA-MAS: 259%, (+032, +137), P83F5
FM19) 278%, (-351, +062), P84F2
121) Vulcan Raven: 166%, (+000, +000), P87F1
122) Infrared Sensors: 209%, (+000, +034), P89F2
FM20) 182%, (+000, -070), P89F3
123) Minefield: 242%, (+045, +040), P90F1
124) Deepthroat's Warning: 212%, (-103, +019), P90F3
125) Mine Detector: 160%, (+000, +000), P90F4
126) M1 Tank: 189%, (-002, -030), P91F1
127) Grenade: 232%, (+312, -038), P99F3
FM21) 100%, (-212, -017), P99F4
128) Nikita: 188%, (+118, +022), P102F1
129) Snake's Master: 166%, (+021, +003), P102F2
130) Boot Camp: 166%, (+002, +003), P102F2
131) Master Miller: 166%, (+002, +003), P102F2

132) Support Team 2: 166%, (+023, +012), P102F2
133) Alaskan Indian: 179%, (-065, +110), P104F1
134) Prophecy Of Death: 100%, (-004, -205), P104F1
135) Raven: 100%, (-004, -205), P104F1
136) Nuclear Warhead Storage Facilitly: 166%, (+000, +000), P105F1
137) Poison Gas: 100%, (+074, +003), P105F1
138) Gas Mask: 166%, (+000, +000), P105F2
FM22) 287%, (+013, +015), P107F2
FM23) 271%, (+021, -078), P108F2
139) Ghost Picture: 125%, (-105, +016), P108F3
FM24) 278%, (+219, +044), P114F2
FM25) 249%, (+026, -046), P116F5
FM26) 229%, (-086, +001), P119F3
140) Confrontation With Past: 100%, (+006, -114), P120F1
FM27) 224%, (+182, +014), P125F3
141) Zanzibar Land: 139%, (+000, +000), P126F1
142) Dr Clark: 210%, (+000, +000), P128F3
143) Gene Experiments: 112%, (+023, -028) P129F2
144) Gray Fox: 100%, (+000, +000) P129F2
FM28) 269%, (+082, -067), P133F3
145) Metal Gear's Arsenal: 189%, (+063, +016), P134F2
146) Otaku: 128%, (+017, -033), P135F1
147) Otacon: 166%, (+020, -054), P135F1
148) Japanimation: 257%, (+093, +080), P135F1
FM29) 169%, (+018, +049), P135F1
149) Disguised As Genome Soldier: 229%, (-002, -016), P138F2
FM30) 265%, (+080, +119), P138F4
150) Infatuation With Foxhound: 100%, (+062, +000), P
151) Legendary Hero: 158%, (-087, -006), P139F2
FM31) 268%, (+098, +044), P139F4
152) Buttocks: 279%, (-081, -101), P140F1
153) Meryl Brainwashed: 157%, (-016, -214), P141F3
154) Wolf Dog: 100%, (+001, +070), P142F1
155) Sniper Wolf: 100%, (+000, -060), P142F1
FM32) 290%, (-034, -129), P146F3
156) Desert Eagle: 100%, (+018, +006), P147F1
157) Mental Attack: 100%, (+000, +000), P150F1
FM33) 285%, (-062, -077), P150F2
FM34) 287%, (+178, -002), P156F2
158) Mental Attack Of Master Miller: 100%, (-045, -018), P157F1
FM35) 266%, (-059, +026), P159F1
FM36) 175%, (+021, -032), P161F1
FM37) 201%, (-023, +006), P162F2
159) Mental Attack Of Sorrow: 203%, (-013, +056), P165F1
160) Mental Attack Of Hate: 100%, (+000, +000), P165F5
FM38) 263%, (+159, -055), P170F4
161) Cave: 100%, (+000, +000), P171F3
162) Stinger: 182%, (+062, +081), P171F3
FM39) 266%, (+142, -156), P171F3
163) Meryl Sniped: 238%, (+000, -077), P172F2
FM40) 218%, (+075, +017), P172F4
164) PSG-1: 100%, (-008, -025), P179F1
165) Wolf's Mark: 181%, (+013, +005), P180F1
166) Captive Solid Snake: 167%, (+006, -276), P182F1
FM41) 257%, (-168, -030), P184F1
167) Mysterious Disease: 198%, (-019, +000), P185F1
FM42) 300%, (-169, -056), P186F1
168) Vector (Pollinator): 108%, (+010, -106), P187F3
FM43) 276%, (-078, -118), P188F1
169) Geneva Convention: 186%, (-048, +000), P189F1

170) Ocelot's Torture: 129%, (+008, -144), P189F4
171) GW: 272%, (+000, +000), P193F4
172) Tranquilizer: 112%, (-010, +023), P196F3
FM44) 279%, (+043, +081), P197F2
173) Sniper Wolf's Loneliness: 100%, (-056, +021), P197F4
174) Wolf's Handkerchief: 229%, (-009, +006), P198F1
FM45) 100%, (-092, +053), P199F1
175) Suspected Of Treachery: 206%, (+000, -086), P199F4
176) Snowfield: 166%, (+000, +000), P211F3
FM46) 278%, (-175, +125), P211F3
FM47) 279%, (-028, +047), P214F1
177) Sniper Duel: 100%, (+000, +000), P215F1
FM48) 282%, (-178, -302), P216F1
FM49) 295%, (-385, +069), P218F4
178) Love For Sniper Wolf: 197%, (+000, +000), P220F3
179) Ocelot's Ambition: 185%, (+084, +256), P222F1
FM50) 211%, (+122, +105), P222F3
180) Vulcan Raven's Arsenal: 117%, (+000, -395), P226F1
181) M61 A1: 170%, (+100, -247), P226F1
182) FoxDie: 281%, (-029, +032), P230F1
183) FoxDie Targets: 289%, (+011, -026), P230F1
184) Truth Behind FoxDie: 295%, (-030, -013), P230F1
185) Target: Hostages: 245%, (+000, +000), P231F2
186) Disguised As Chief: 100%, (-002, +003), P231F5
187) Decoy Octopus: 100%, (-002, +003), P231F5
188) Target: Foxhound: 127%, (-002, +003), P231F5
189) Decoy Octopus's Disguise: 127%, (-014, +031), P231F5
190) Decoy Octopus's Death: 178%, (+002, -059), P231F5
191) Claymore Landmine: 209%, (+137, +162), P232F5
FM51) 300%, (-143, -035), P232F5
FM52) 231%, (-325, +077), P236F1
192) Target: Solid Snake: 190%, (-056, -022), P236F4
193) Naomi & Brother: 127%, (-082, +004), P237F2
FM53) 281%, (-149, -037), P238F4
194) Jim Houseman: 212%, (-010, -076), P240F1
195) Operation FoxDie: 100%, (-045, +000), P240F2
196) Campbell's Discharge; 125%, (+018, +041), P240F2
FM54) 253%, (-159, +137), P241F3
197) Rail Gun: 165%, (-093, -367), P242F1
198) Radome: 207%, (+105, -343), P242F1
199) Stealth Nuke: 191%, (-109, -172), P242F1
FM55) 249%, (-156, +070), P243F1
200) Outer Heaven Reborn: 156%, (+118, -009), P243F2
201) One Billion Dollars: 196%, (-081, -052), P243F3
202) FoxDie Blood Serum: 100%, (+024, -014), P243F4
203) Shape Memory Alloy: 209%, (+007, +046), P245F2
204) Change In Shape: 135%, (-021, +021), P246F1
205) Air Raid: 225%, (+016, -041), P246F2
206) PAL Key Trap: 157%, (-113, +065), P246F3
207) Master Miller Murdered: 206%, (+086, -198), P249F1
208) Twin Brothers: 132%, (-072, +002), P250F1
FM56) 275%, (-023, -133), P250F2
209) Super Baby Method: 102%, (-042, -004), P250F3
210) Clone: 165%, (-021, -031), P250F3
211) Shame Of The 70's: 240%, (+070, -066), P250F3
212) The Terrible Children Project: 217%, (+106, +074), P250F3
213) Superior/Inferior: 186%, (-116, -057), P251F1
214) Light And Darkness: 235%, (-142, -082), P251F1
FM57) 295%, (+073, -022), P252F1
215) Deepthroat: 186%, (+000, +000), P253F1

216) Frank Jaeger: 107%, (-027, -015), P253F3
217) Naomi's Parents: 187%, (+101, +025), P256F1
218) Destruction Of Metal Gear: 107%, (-045, -009), P258F3
219) Meaningless Life: 258%, (-116, -032), P258F3
220) Gray Fox's Self-Sacrifice: 265%, (-116, -032), P258F3
221) Codename Fox: 265%, (-116, -032), P258F3
FM58) 293%, (-106, -034), P260F2
222) Rescuing Meryl: 239%, (-003, +000), P264F3
223) Snake & Meryl: 221%, (-029, -056), P264F3
FM59) 245%, (+228, +132), P265F3
224) Liquid's Death: 222%, (-007, -033), P266F6
225) Jim Houseman's Discharge: 165%, (+000, +000), P267F2
226) Campbell's Reappointment: 198%, (+000, +000), P267F2
227) B-2 Bomber: 169%, (-099, -010), P267F2
228) F-117: 173%, (-107, -011), P267F2
229) Air Strike Squadron: 184%, (-115, -028), P267F2
230) Aborted Air Raid: 187%, (-117, -028), P267F2
231) FoxDie's Dormancy: 152%, (-019, -348), P269F2
232) Shadow Moses Incident: 100%, (+000, +000), P270F1
233) Mission Ended: 100%, (+000, +000), P270F1
234) Ending: 100%, (+000, +000), P270F1
235) Solid Snake's Real Name: 248%, (+002, -055), P270F1
236) Permanently Frozen Ground: 218%, (-139, +076), P270F1
FM60) 300%, (-017, +151), P270F1
237) Triple Agent: 237%, (+000, +000), P271F1
238) George Sears: 287%, (+005, +314), P271F1
239) Hidden Brother: 287%, (+005, +314), P271F1

Now that you've collected all of these, it's time to go to Memory Building Simulation Mode to connect all of these memories together.

2.2 - Memory Building Simulation

Listed here is all of the memory elements you collected through VR Simulation Mode, as well as the elements that will be found while working in Memory Building Simulation Mode. This list bounces around a bit, but that is the nature of the beast. The 3-D cube isn't exactly the easiest thing to navigate, but you'll get used to it. You will see each element and all of the elements it connects to. All connections for a particular memory may not be available immediately, but the memories are generally listed in the approximate order in which you should first encounter them. Also, keep in mind that there are several connections that the game makes itself. The first title is what you'll find under the memory element within the cube, and the title in parenthesis is at the upper-left corner of the screen.

- [1] Solid Snake (Solid Snake)
 - (A) Sneaking (Sneaking Mission)
 - (B) Snake's Past (Solid Snake's Background)
 - (C) Buttocks (Buttocks)

- [2] Sneaking (Sneaking Mission)
 - (A) Solid Snake (Solid Snake0)
 - (B) Campbell (Colonel Campbell)
 - (C) Strategy (Operation Objectives)

- [3] Campbell (Colonel Campbell)
 - (A) Sneaking (Sneaking Mission)

- (B) Secretary CIA (The Only Man Who Knows Snake)
- (C) Niece (Niece)

- [4] Secretary CIA (The Only Man Who Knows Snake)
- (A) Campbell (Colonel Campbell)
 - (B) Commander (Commander)
 - (C) Old Commander (Former FOXHOUND Commander)

- [5] Commander (Commander)
- (A) Secretary CIA (The Only Man Who Knows Snake)
 - (B) Pentagon (Pentagon)
 - (C) Support Team (Support Team)

- [6] Support Team (Support Team)
- (A) Commander (Commander)
 - (B) Mei Ling (Mei Ling)
 - (C) Support Team (Support Team 4)

- [7] Mei Ling (Mei Ling)
- (A) Support Team (Support Team)
 - (B) Correspondent (Correspondents)
 - (C) Developer (Codec Pioneer)

- [8] Support Team (Support Team 4)
- (A) Support Team (Support Team)
 - (B) Support Team (Support Team 2)
 - (C) Dr. Naomi (Naomi Hunter)

- [9] Dr. Naomi (Naomi Hunter)
- (A) Support Team (Support Team 4)
 - (B) M. Staff (Medical Staff)
 - (C) True I.D. (Naomi Hunter's True Identity)

- [10] Support Team (Support Team 2)
- (A) Master Miller (Master Miller)
 - (B) Support Team (Support Team 3)
 - (C) Support Team (Support Team 4)

- [11] Master Miller (Master Miller)
- (A) Support Team (Support Team 2)
 - (B) Teacher (Snake's Master)

- [12] Support Team (Support Team 3)
- (A) Support Team (Support Team 2)
 - (B) Nastasha (Nastasha Romanenko)

- [13] Nastasha (Nastasha Romanenko)
- (A) Support Team (Support Team 3)
 - (B) M. Analyst (Military Analyst)

- [14] M. Analyst (Military Analyst)
- (A) Nastasha (Nastasha Romanenko)

- [15] Teacher (Snake's Master)
- (A) Master Miller (Master Miller)

- [16] M. Staff (Medical Staff)
- (A) Dr. Naomi (Naomi Hunter)
 - (B) Injection (Naomi's Injections)
 - (C) ATGC Company (ATGC)

- [17] Correspondent (Correspondents)
(A) Mei Ling (Mei Ling)
- [18] Old Commander (Former FOXHOUND Commander)
(A) Secretary CIA (The Only Man Who Knows Snake)
(B) New FOXHOUND (New FOXHOUND)
- [19] Strategy (Operation Objectives)
(A) Sneaking (Sneaking Mission)
(B) Obstruction (Stop The Terrorists)
(C) Rescue (Rescue The Hostages)
- [20] Obstruction (Stop The Terrorists)
(A) Strategy (Operation Objectives)
(B) Confirmation (Confirm Nuclear Launch Capability)
(C) Sons (The Sons of Big Boss)
- [21] Rescue (Rescue The Hostages)
(A) Director (DARPA Chief)
(B) President (President of ArmsTech)
(C) Strategy (Operation Objectives)
- [22] President (President of ArmsTech)
(A) D. Code A (Detonation Code A)
(B) Rescue (Rescue The Hostages)
(C) ArmsTech (Armstech)
- [23] Director (DARPA Chief)
(A) DARPA (DARPA)
(B) Rescue (Rescue The Hostages)
(C) M.W. Operation (Art of Mind Reading)
- [24] Confirmation (Confirm Nuclear Launch Capability)
(A) Obstruction (Stop The Terrorists)
(B) PAL System (PAL System)
- [25] Developer (Codec Pioneer)
(A) Mei Ling (Mei Ling)
(B) S. Radar (Soliton Radar)
(C) A.O. (Auditory Ossicles)
- [26] S. Radar (Soliton Radar)
(A) Developer (Codec Pioneer)
- [27] A.O. (Auditory Ossicles)
(A) Developer (Codec Pioneer)
- [28] ATGC Company (ATGC)
(A) M. Staff (Medical Staff)
(B) Nanomachine (Nanomachine)
- [29] Nanomachine (Nanomachine)
(A) ATGC Company (ATGC)
(B) Sneaking Suit (Sneaking Suit)
(C) Nanos (Nanomachine's Effects)
- [30] Sneaking Suit (Sneaking Suit)
(A) Nanomachine (Nanomachine)

- [31] Nanos (Nanomachine's Effects)
(A) Nanomachine (Nanomachine)
- [32] Sons (The Sons of Big Boss)
(A) FOXHOUND (FOXHOUND)
(B) Uprising (Revolt)
(C) Obstruction (Stop The Terrorists)
- [33] Uprising (Revolt)
(A) Sons (The Sons of Big Boss)
(B) Demands (Terrorists' Demands)
(C) Revolt (Teaming Up To Revolt)
- [34] Demands (Terrorists' Demands)
(A) Uprising (Revolt)
(B) One Billion (One Billion Dollars)
(C) Remains (Big Boss's Body)
- [35] One Billion (One Billion Dollars)
(A) Demands (Terrorists' Demands)
(B) Serum (FOXDIE Blood Serum)
- [36] Serum (FOXDIE Blood Serum)
(A) One Billion (One Billion Dollars)
- [37] Remains (Big Boss's Body)
(A) Demands (Terrorists' Demands)
(B) Remains (The Remains of Big Boss)
- [38] Revolt (Teaming Up To Revolt)
(A) Uprising (Revolt)
(B) Next Gen (Next-Generation Special Forces)
(C) Uprises (Genome Soldiers' Revolt)
- [39] Next Gen (Next-Generation Special Forces)
(A) Revolt (Teaming Up To Revolt)
(B) G. Soldier (Genome Soldiers)
(C) The Source (Next-Generation Special Forces' Parent Organization)
- [40] G. Soldier (Genome Soldiers)
(A) Next Gen (Next-Generation Special Forces)
(B) Johnny (Johnny Sasaki)
(C) M. Disease (Mysterious Disease)
- [41] The Source (Next-Generation Special Forces' Parent Organization)
(A) Next-Gen (Next-Generation Special Forces)
(B) Force 21 (Force 21)
- [42] Force 21 (Force 21)
(A) The Source (Next Generation Special Forces' Parent Organization)
- [43] M. Disease (Mysterious Disease)
(A) G. Soldier (Genome Soldiers)
(B) G.W.S. (Gulf War Syndrome)
(C) Experiments (Gene Experiments)
- [44] G.W.S. (Gulf War Syndrome)
(A) M. Disease (Mysterious Disease)
- [45] Johnny (Johnny Sasaki)

- (A) G. Soldier (Genome Soldiers)
 - (B) Armament (Genome Soldiers' Arsenal)
- [46] Armament (Genome Soldiers' Arsenal)
- (A) Johnny (Johnny Sasaki)
 - (B) FA-MAS (FA-MAS)
- [47] FA-MAS (FA-MAS)
- (A) Armament (Genome Soldiers' Arsenal)
 - (B) 5.56 Trumpet (5.56 mm Trumpet)
- [48] 5.56 Trumpet (5.56 mm Trumpet)
- (A) FA-MAS (FA-MAS)
 - (B) Grenade (Grenade)
- [49] Grenade (Grenade)
- (A) 5.56 Trumpet (5.56 mm Trumpet)
 - (B) Pineapple (Pineapple)
- [50] Pineapple (Pineapple)
- (A) Grenade (Grenade)
- [51] PAL System (PAL System)
- (A) Confirmation (Confirm Nuclear Launch Capability)
 - (B) Emergency Key (Detonation Code Emergency Cancellation Keys)
 - (C) Two Codes (Two Detonation Codes)
- [52] Two Codes (Two Detonation Codes)
- (A) PAL System (PAL System)
 - (B) Miscalculation (Liquid's Miscalculation)
- [53] Emergency Key (Detonation Code Emergency Cancellation Keys)
- (A) PAL System (PAL System)
 - (B) Trap (PAL Key Trap)
 - (C) Three Keys (Three Key Types)
- [54] Three Keys (Three Key Types)
- (A) Emergency Key (Detonation Code Emergency Cancellation Keys)
 - (B) Memory Alloy (Shape Memory Alloy)
- [55] Memory Alloy (Shape Memory Alloy)
- (A) Three Keys (Three Key Types)
 - (B) Morph (Change In Shape)
- [56] Morph (Change In Shape)
- (A) Memory Alloy (Shape Memory Alloy)
 - (B) Frozen Ground (Permanently Frozen Ground)
 - (C) Blast Furnace (Blast Furnace)
- [57] Frozen Ground (Permanently Frozen Ground)
- (A) Morph (Change In Shape)
- [58] Blast Furnace (Blast Furnace)
- (A) Morph (Change In Shape)

NOTE: About this time, you will have to re-visit the DGN to obtain the FOXHOUND memory. (See section "2.3 - Return To VR Simulation")

- [59] FOXHOUND (FOXHOUND)
(A) Leader (FOXHOUND's Leader)
(B) Sons (The Sons of Big Boss)
(C) FOXHOUND M1 (FOXHOUND Member 1)
- [60] FOXHOUND M1 (FOXHOUND Member 1)
(A) Psycho Mantis (Psycho Mantis)
(B) FOXHOUND (FOXHOUND)
(C) FOXHOUND M2 (FOXHOUND Member 2)
- [61] FOXHOUND M2 (FOXHOUND Member 2)
(A) FOXHOUND M1 (FOXHOUND Member 1)
(B) FOXHOUND M3 (FOXHOUND Member 3)
(C) Decoy Octopus (Decoy Octopus)
- [62] FOXHOUND M3 (FOXHOUND Member 3)
(A) FOXHOUND M2 (FOXHOUND Member 2)
(B) FOXHOUND M4 (FOXHOUND Member 4)
(C) Vulcan Raven (Vulcan Raven)
- [63] FOXHOUND M4 (FOXHOUND Member 4)
(A) FOXHOUND M3 (FOXHOUND Member 3)
(B) FOXHOUND M5 (FOXHOUND Member 5)
(C) Ocelot (Revolver Ocelot)
- [64] FOXHOUND M5 (FOXHOUND Member 5)
(A) FOXHOUND M4 (FOXHOUND Member 4)
(B) Sniper Wolf (Sniper Wolf)
- [65] Sniper Wolf (Sniper Wolf)
(A) FOXHOUND M5 (FOXHOUND Member 5)
(B) Sniper (Sniper)
(C) Wolf Dog (Wolf-Dog)
- [66] Sniper (Sniper)
(A) Sniper Wolf (Sniper Wolf)
(B) PSG-1 (PSG-1)
(C) VS Sniper (Sniper Duel)
- [67] Ocelot (Revolver Ocelot)
(A) FOXHOUND M4 (FOXHOUND Member 4)
(B) Triple Spy (Triple Agent)
(c) Guns 'N Torture (Pistol & Interrogation Specialist)
- [68] Guns 'N Torture (Pistol & Interrogation Specialist)
(A) Ocelot (Revolver Ocelot)
(B) Torture (Ocelot's Torture)
(C) S.A.A. (Single Action Army)
- [69] Vulcan Raven (Vulcan Raven)
(A) FOXHOUND M3 (FOXHOUND Member 3)
(B) Shaman (Shaman)
(C) Armament (Vulcan Raven's Arsenal)
- [70] Shaman (Shaman)
(A) Vulcan Raven (Vulcan Raven)
(B) Alaskan Indian (Native Alaskan)
- [71] Decoy Octopus (Decoy Octopus)
(A) FOXHOUND M2 (FOXHOUND Member 2)

- (B) Disguise (Master of Disguise)
- [72] Disguise (Master of Disguise)
(A) Decoy Octopus (Decoy Octopus)
(B) Disguised (Disguised As Chief)
- [73] Psycho Mantis (Psycho Mantis)
(A) Brainwash (Brainwashed Genome Soldiers)
(B) Psychic (Psychic Powers)
(C) FOXHOUND M1 (FOXHOUND Member 1)
- [74] Psychic (Psychic Powers)
(A) Psycho Mantis (Psycho Mantis)
(B) Brainwash (Meryl Brainwashed)
- [75] Leader (FOXHOUND's Leader)
(A) Liquid Snake (Liquid Snake)
(B) FOXHOUND (FOXHOUND)
(C) Rebirth (Outer Heaven Reborn)
- [76] Liquid Snake (Liquid Snake)
(A) The Truth (The Truth Behind Master Miller)
(B) Leader (FOXHOUND's Leader)
(C) Hind-D (Hind-D)
- [77] Hind-D (Hind-D)
(A) Liquid Snake (Liquid Snake)
(B) Diversion (Diversion)
- [78] Diversion (Diversion)
(A) Hind-D (Hind-D)
(B) Kalena (Sortie from Kalena Base)
- [79] Kalena (Sortie from Kalena Base)
(A) Diversion (Diversion)
(B) F16 (F-16)
- [80] F16 (F-16)
(A) Kalena (Sortie from Kalena Base)
- [81] Rebirth (Outer Heaven Reborn)
(A) Leader (FOXHOUND's Leader)
(B) Saladin (Saladin The Wise)
- [82] Saladin (Saladin The Wise)
(A) Rebirth (Outer Heaven Reborn)
- [83] Armament (Vulcan Raven's Arsenal)
(A) Vulcan Raven (Vulcan Raven)
(B) M1 Tank (M1 Tank)
(C) M61A1 (M61 A1)
- [84] M1 Tank (M1 Tank)
(A) Armament (Vulcan Raven's Arsenal)
- [85] M61A1 (M61 A1)
(A) Armament (Vulcan Raven's Arsenal)
- [86] Alaskan Indian (Native Alaskan)
(A) Shaman (Shaman)

- (B) Raven (Raven)
- [87] Raven (Raven)
(A) Alaskan Indian (Native Alaskan)
(B) Warning (Prophecy of Death)
- [88] Warning (Prophecy of Death)
(A) Raven (Raven)
- [89] S.A.A. (Single Action Army)
(A) Guns 'N Torture (Pistol & Interrogation Specialist)
(B) Reload (Joy of Reloading)
- [90] Wolf Dog (Wolf-Dog)
(A) Sniper Wolf (Sniper Wolf)
(B) Handkerchief (Wolf's Handkerchief)
(C) Cave (Cave)
- [91] Cave (Cave)
(A) Wolf Dog (Wolf-Dog)
- [92] PSG-1 (PSG-1)
(A) Wolf's Mark (Wolf's Mark)
(B) Sniper (Sniper)
(C) Tranq (Tranquillizer)
- [93] VS Sniper (Sniper Duel)
(A) Sniper (Sniper)
(B) Snowfield (Snowfield)
(C) Solitude (Sniper Wolf's Loneliness)
- [94] Snowfield (Snowfield)
(A) VS Sniper (Sniper Duel)
- [95] Tranq (Tranquillizer)
(A) PSG-1 (PSG-1)
- [96] Wolf's Mark (Wolf's Mark)
(A) PSG-1 (PSG-1)
(B) Meryl Sniped (Meryl Sniped)
(C) Captive (Captive Solid Snake)
- [97] Meryl Sniped (Meryl Sniped)
(A) Wolf's Mark (Wolf's Mark)
- [98] Captive (Captive Solid Snake)
(A) Wolf's Mark (Wolf's Mark)
(B) Imprisoned (Imprisoned)
- [99] Disguised (Disguised As Chief)
(A) Diguise (Decoy Octopus's Disguise)
(B) Interrogation (Interrogating Snake)
- [100] Brainwash (Meryl Brainwashed)
(A) Psychic (Psychic Powers)
(B) Mental Attack (Mental Attack)
(C) Noise (Psychometric Interference)
- [101] Brainwash (Brainwashed Genome Soldiers)
(A) Psycho Mantis (Psycho Mantis)

- (B) Uprises (Genome Soldiers' Revolt)
- [102] Uprises (Genome Soldiers' Revolt)
(A) Revolt (Teaming Up To Revolt)
(B) Brainwash (Brainwashed Genome Soldiers)
- [103] Niece (Niece)
(A) Campbell (Colonel Campbell)
(B) Meryl (Meryl Silverburgh)
- [104] Meryl (Meryl Silverburgh)
(A) Niece (Niece)
(B) Cell (Cell)
(C) Rookie (Rookie)
- [105] Cell (Cell)
(A) Meryl (Meryl Silverburgh)
- [106] Rookie (Rookie)
(A) Meryl (Meryl Silverburgh)
(B) Boot Camp (Boot Camp)
(C) Yearning (Infatuation with FOXHOUND)
- [107] Yearning (Infatuation with FOXHOUND)
(A) Rookie (Rookie)
(B) Hero (Legendary Hero)
- [108] Hero (Legendary Hero)
(A) Yearning (Infatuation with FOXHOUND)
(B) Snake/Meryl (Snake & Meryl)
- [109] Snake/Meryl (Snake & Meryl)
(A) Hero (Legendary Hero)
(B) Buttocks (Buttocks)
(C) Desert Eagle (Desert Eagle)
- [110] Buttocks (Buttocks)
(A) Snake/Meryl (Snake & Meryl)
(B) Solid Snake (Solid Snake)
(C) Disguises (Disguised as a Genome Soldier)
- [111] Disguises (Disguised as a Genome Soldier)
(A) Buttocks (Buttocks)
- [112] Desert Eagle (Desert Eagle)
(A) Snake/Meryl (Snake & Meryl)
- [113] Boot Camp (Boot Camp)
(A) Rookie (Rookie)
- [114] Noise (Psychometric Interference)
(A) Brainwash (Meryl Brainwashed)
(B) Reading (Mind Reading)
- [115] Mental Attack (Mental Attack)
(A) Brainwash (Meryl Brainwashed)
(B) Of Sadness (Mental Attack of Sorrow)
- [116] Of Sadness (Mental Attack of Sorrow)
(A) Mental Attack (Mental Attack)

(B) Of Abhorrence (Mental Attack of Hate)

[117] Reading (Mind Reading)

(A) Noise (Psychometric Interference)

[118] Of Abhorrence (Mental Attack of Hate)

(A) Of Sadness (Mental Attack of Sorrow)

(B) Of Authority (Mental Attack of Master Miller)

[119] Of Authority (Mental Attack of Master Miller)

(A) Of Abhorrence (Mental Attack of Hate)

[120] ArmsTech (Armstech)

(A) President (President of ArmsTech)

(B) M.I.C. (Military-Industrial Complex)

[121] DARPA (DARPA)

(A) Director (DARPA Chief)

(B) M.I.C. (Military-Industrial Complex)

[122] M.I.C. (Military-Industrial Complex)

(A) ArmsTech (Armstech)

(B) DARPA (DARPA)

(C) Black Projects (Black Projects)

[123] Black Projects (Black Projects)

(A) M.I.C. (Military-Industrial Complex)

(B) M.G. (Nuclear-Mounted Walking Tank)

[124] M.G. (Nuclear-Mounted Walking Tank)

(A) Black Projects (Black Projects)

(B) Rex (Metal Gear Rex)

NOTE: At this point, you will have to re-visit the DGN to obtain the Metal Gear Rex memory. (See section "2.3 - Return To VR Simulation")

[125] Rex (Metal Gear Rex)

(A) M.G. (Nuclear-Mounted Walking Tank)

(B) Armament (Metal Gear's Arsenal)

(C) Developer (Metal Gear Creator)

[126] Armament (Metal Gear's Arsenal)

(A) Rex (Metal Gear Rex)

(B) Railgun (Rail Gun)

(C) Radome (Radome)

[127] Radome (Radome)

(A) Armament (Metal Gear's Arsenal)

(B) Destruction (Destruction of Metal Gear Rex)

[128] Railgun (Rail Gun)

(A) Armament (Metal Gear's Arsenal)

(B) Laboratory (Rivermore Labs)

(C) S. Nuke (Stealth Nuke)

[129] Laboratory (Rivermore Labs)

(A) Railgun (Rail Gun)

[130] S. Nuke (Stealth Nuke)

(A) Railgun (Rail Gun)

- (B) Powerless (Overcoming Deterrence)
- (C) Exercise Data (New Nuclear Weapon Exercise Data)

[131] Exercise Data (New Nuclear Weapon Exercise Data)

- (A) S. Nuke (Stealth Nuke)
- (B) Optical Disc (Optical Disc)

[132] Developer (Metal Gear Creator)

- (A) Rex (Metal Gear Rex)
- (B) Emmerich Clan (The Emmerichs and Nuclear Weapons)
- (C) Hal Emmerich (Hal Emmerich)

[133] Emmerich Clan (The Emmerichs and Nuclear Weapons)

- (A) Developer (Metal Gear Creator)
- (B) Manhattan (Manhattan Project)

[134] Manhattan (Manhattan Project)

- (A) Emmerich Clan (The Emmerichs and Nuclear Weapons)

[135] Hal Emmerich (Hal Emmerich)

- (A) Developer (Metal Gear Creator)
- (B) Otacon (Otacon)
- (C) Love Her (Love For Sniper Wolf)

[136] Otacon (Otacon)

- (A) Hal Emmerich (Hal Emmerich)
- (B) Japanimation (Japanimation)

[137] Japanimation (Japanimation)

- (A) Otacon (Otacon)
- (B) Otaku (Otaku)
- (C) Walking Machine (World's First Bipedal Walking Robot)

[138] Otaku (Otaku)

- (A) Japanimation (Japanimation)

[139] Walking Machine (World's First Bipedal Walking Robot)

- (A) Japanimation (Japanimation)

[140] Love Her (Love For Sniper Wolf)

- (A) Hal Emmerich (Hal Emmerich)
- (B) Handkerchief (Wolf's Handkerchief)

[141] Optical Disc (Optical Disc)

- (A) Exercise Data (New Nuclear Weapon Exercise Data)

[142] Destruction (Destruction of Metal Gear Rex)

- (A) Radome (Radome)
- (B) Self-Sacrifice (Gray Fox's Self-Sacrifice)

[143] Self-Sacrifice (Gray Fox's Self-Sacrifice)

- (A) Destruction (Destruction of Metal Gear Rex)
- (B) Rescued (Rescuing Meryl)

[144] Rescued (Rescuing Meryl)

- (A) Self-Sacrifice (Gray Fox's Self-Sacrifice)

[145] Handkerchief (Wolf's Handkerchief)

- (A) Wolf Dog (Wolf-Dog)
- (B) Love Her (Love For Sniper Wolf)

- [146] Solitude (Sniper Wolf's Loneliness)
(A) VS Sniper (Sniper Duel)
(B) Kurd (Kurd)
- [147] Kurd (Kurd)
(A) Solitude (Sniper Wolf's Loneliness)
(B) Rhodesia (Rhodesia)
- [148] Rhodesia (Rhodesia)
(A) Kurd (Kurd)
- [149] Torture (Ocelot's Torture)
(A) Guns 'N Torture (Pistol & Interrogation Specialist)
(B) Geneva (Geneva Convention)
(C) Imprisoned (Imprisoned)
- [150] Imprisoned (Imprisoned)
(A) Torture (Ocelot's Torture)
(B) Captive (Captive Solid Snake)
- [151] Triple Spy (Triple Agent)
(A) Ocelot (Revolver Ocelot)
(B) Ambition (Ocelot's Ambition)
- [152] Ambition (Ocelot's Ambition)
(A) Triple Spy (Triple Agent)
(B) Gurlukovich (Sergei Gurlukovich)
- [153] Geneva (Geneva Convention)
(A) Torture (Ocelot's Torture)
- [154] Reload (Joy of Reloading)
(A) S.A.A. (Single Action Army)
- [155] Gurlukovich (Sergei Gurlukovich)
(A) Ambition (Ocelot's Ambition)
(B) GRU (GRU)
- [156] GRU (GRU)
(A) Gurlukovich (Sergei Gurlukovich)
(B) Spetsnaz (Spetsnaz)
- [157] Spetsnaz (Spetsnaz)
(A) GRU (GRU)
(B) Shalashaska (Shalashaska)
- [158] Shalashaska (Shalashaska)
(A) Spetsnaz (Spetsnaz)
- [159] M.W. Operation (Art of Mind Reading)
(A) Director (DARPA Chief)
(B) Code B (Detonation Code B)
- [160] D. Code B (Detonation Code B)
(A) M.W. Operation (Art of Mind Reading)
(B) Failure (Detonation Code Acquisition Failure)
- [161] D. Code A (Detonation Code A)
(A) President (President of ArmsTech)

(B) Success (Success in Obtaining the Detonation Code)

[162] Success (Success in Obtaining the Detonation Code)

- (A) D. Code A (Detonation Code A)
- (B) Miscalculation (Liquid's Miscalculation)

[163] Failure (Detonation Code Acquisition Failure)

- (A) D. Code B (Detonation Code B)
- (B) Miscalculation (Liquid's Miscalculation)
- (C) Disguise (Decoy Octopus's Disguise)

[164] Miscalculation (Liquid's Miscalculation)

- (A) Failure (Detonation Code Acquisition Failure)
- (B) Success (Success in Obtaining the Detonation Code)
- (C) Two Codes (Two Detonation Codes)

[165] Disguise (Decoy Octopus's Disguise)

- (A) Failure (Detonation Code Acquisition Failure)
- (B) Corpse (Corpse in Cell)

[166] Trap (PAL Key Trap)

- (A) Emergency Key (Detonation Code Emergency Cancellation Keys)
- (B) Nukes (Ability to Launch Nuclear Weapons)
- (C) The Truth (The Truth Behind Master Miller)

[167] Interrogation (Interrogating Snake)

- (A) Disguised (Disguised As Chief)

[168] Powerless (Overcoming Deterrence)

- (A) S. Nuke (Stealth Nuke)
- (B) Standstill (Cold War Structure)
- (C) START (START)

[169] START (START)

- (A) Powerless (Overcoming Deterrence)
- (B) Warheads (Nuclear Warhead Storage Facility)
- (C) NPT (NPT)

[170] NPT (NPT)

- (A) START (START)
- (B) SDI Program (SDI Program)

[171] SDI Program (SDI Program)

- (A) NPT (NPT)

[172] Standstill (Cold War Structure)

- (A) Powerless (Overcoming Deterrence)
- (B) Cold War (Collapse of the Cold War)

[173] Cold War (Collapse of the Cold War)

- (A) Standstill (Cold War Structure)
- (B) Outflow (Nuclear Outflow)

[174] Outflow (Nuclear Outflow)

- (A) Cold War (Collapse of the Cold War)
- (B) MUF (MUF)
- (C) B. Missile (Ballistic Missile)

[175] MUF (MUF)

- (A) Outflow (Nuclear Outflow)

[176] B. Missile (Ballistic Missile)
(A) Outflow (Nuclear Outflow)

[177] Warheads (Nuclear Warhead Storage Facility)
(A) START (START)

NOTE: Around now, you will have to re-visit the DGN to obtain the "Solidus Snake" and "The Truth Behind Master Miller" memories. (See section "2.3 - Return To VR Simulation")

[178] The Truth (The Truth Behind Master Miller)
(A) Trap (PAL Key Trap)
(B) Liquid Snake (Liquid Snake)
(C) Murder (Master Miller Murdered)

[179] Murder (Master Miller Murdered)
(A) The Truth (The Truth Behind Master Miller)

[180] Nukes (Ability to Launch Nuclear Weapons)
(A) Trap (PAL Key Trap)

NOTE: Again you will have to re-visit the DGN to obtain the "Solid Snake's Background" memory. (See section "2.3 - Return To VR Simulation")

[181] Snake's Past (Solid Snake's Background)
(A) Solid Snake (Solid Snake)
(B) MSX2 (Metal Gear Series)
(C) Past (Confrontation with Past)

[182] Past (Confrontation with Past)
(A) Snake's Past (Solid Snake's Background)
(B) Ninja (Cyborg Ninja)

[183] Ninja (Cyborg Ninja)
(A) Past (Confrontation with Past)
(B) Relation (Neither Enemy Nor Friend)
(C) Intruder (Stealth Intruder)

[184] Intruder (Stealth Intruder)
(A) Ninja (Cyborg Ninja)
(B) Stealth (Stealth Camouflage)
(C) Ninja Arms (Cyborg Ninja's Arsenal)

[185] Stealth (Stealth Camouflage)
(A) Intruder (Stealth Intruder)

[186] Ninja Arms (Cyborg Ninja's Arsenal)
(A) Intruder (Stealth Intruder)
(B) Exoskeleton (Exoskeleton)
(C) Katana (Katana)

[187] Exoskeleton (Exoskeleton)
(A) Ninja Arms (Cyborg Ninja's Arsenal)

[188] Katana (Katana)
(A) Ninja Arms (Cyborg Ninja's Arsenal)
(B) One Hand (Revolver Ocelot's Hand)

[189] One Hand (Revolver Ocelot's Hand)

- (A) Katana (Katana)
- [190] Relation (Neither Enemy Nor Friend)
(A) Ninja (Cyborg Ninja)
(B) Gray Fox (Gray Fox)
(C) Deepthroat (Deepthroat)
- [191] Deepthroat (Deepthroat)
(A) Relation (Neither Enemy Nor Friend)
(B) Watergate (Watergate Scandal)
(C) warning (Deepthroat's Warning)
- [192] Watergate (Watergate Scandal)
(A) Deepthroat (Deepthroat)
- [193] Warning (Deepthroat's Warning)
(A) Deepthroat (Deepthroat)
(B) Minefield (Minefield)
- [194] Minefield (Minefield)
(A) Warning (Deepthroat's Warning)
(B) Claymore Landmine (Claymore Landmine)
(C) Mine Detector (Mine Detector)
- [195] Claymore Landmine (Claymore Landmine)
(A) Minefield (Minefield)
- [196] Mine Detector (Mine Detector)
(A) Minefield (Minefield)
- [197] New FOXHOUND (New FOXHOUND)
(A) Old Commander (Former FOXHOUND Commander)
(B) Msx2 (Metal Gear Series)
(C) Zanzibar Land (Zanzibar Land)
- [198] MSX2 (Metal Gear Series)
(A) Old FOXHOUND (Original FOXHOUND)
(B) New FOXHOUND (New FOXHOUND)
(C) Snake's Past (Solid Snake's Background)
- [199] Old FOXHOUND (Original FOXHOUND)
(A) MSX2 (Metal Gear Series)
(B) Outer Heaven (Outer Heaven)
- [200] Outer Heaven (Outer Heaven)
(A) Old FOXHOUND (Original FOXHOUND)
(B) Rescue (Rescue (Outer Heaven))
(C) Metal Gear (Metal Gear)
- [201] Zanzibar Land (Zanzibar Land)
(A) New FOXHOUND (New FOXHOUND)
(B) Metal Gear 2 (Metal Gear 2 - Solid Snake)
(C) Duel (Single Combat (Zanzibar Land))
- [202] Metal Gear 2 (Metal Gear 2 - Solid Snake)
(A) Zanzibar Land (Zanzibar Land)
(B) Metal Gear D (Metal Gear D)
- [203] Metal Gear D (Metal Gear D)
(A) Metal Gear 2 (Metal Gear 2 - Solid Snake)

- [204] Metal Gear (Metal Gear)
(A) Outer Heaven (Outer Heaven)
(B) TX-55MG (TX-55 Metal Gear)
- [205] TX-55MG (TX-55 Metal Gear)
(A) Metal Gear (Metal Gear)
- [206] Rescue (Rescue (Outer Heaven))
(A) Outer Heaven (Outer Heaven)
(B) Duel (Single Combat (Zanzibar Land))
- [207] Duel (Single Combat (Zanzibar Land))
(A) Gray Fox (Gray Fox)
(B) Rescue (Rescue (Outer Heaven))
(C) Zanzibar Land (Zanzibar Land)
- [208] Gray Fox (Gray Fox)
(A) Fox Codename (Codename FOX)
(B) Relation (Neither Enemy Nor Friend)
(C) Duel (Single Combat (Zanzibar Land))
- [209] Fox Codename (Codename FOX)
(A) Gray Fox (Gray Fox)
(B) Frank Jaeger (Frank Jaeger)
- [210] Frank Jaeger (Frank Jaeger)
(A) Shady Business (FOXHOUND's Secret)
(B) Fox Codename (Codename FOX)
(C) Her Parents (Naomi's Parents)
- [211] Shady Business (FOXHOUND's Secret)
(A) Frank Jaeger (Frank Jaeger)
(B) Experiments (Gene Experiments)
(C) Going Mad (The Cyborg Ninja's Obsession)
- [212] Experiments (Gene Experiments)
(A) Shady Business (FOXHOUND's Secret)
(B) Dr. Clark (Dr. Clark)
(C) M. Disease (Mysterious Disease)
- [213] Going Mad (The Cyborg Ninja's Obsession)
(A) Shady Business (FOXHOUND's Secret)
(B) Meaningless (Meaningless Life)
- [214] Meaningless (Meaningless Life)
(A) Going Mad (The Cyborg Ninja's Obsession)
- [215] Dr. Clark (Dr. Clark)
(A) Experiments (Gene Experiments)
- [216] Her Parents (Naomi's Parents)
(A) Frank Jaeger (Frank Jaeger)
(B) Her Brother (Naomi & Brother)
- [217] Her Brother (Naomi & Brother)
(A) Her Parents (Naomi's Parents)
(B) True I.D. (Naomi Hunter's True Identity)

NOTE: It's time to again go back to the DGN to obtain the "True I.D." memory.

(See section "2.3 - Return To VR Simulation")

[218] True I.D. (Naomi Hunter's True Identity)

- (A) Her Brother (Naomi & Brother)
- (B) Dr Naomi (Naomi Hunter)

NOTE: Again go back to the DGN to obtain the "Naomi's Injections" memory.
(See section "2.3 - Return To VR Simulation")

[219] Injection (Naomi's Injections)

- (A) M. Staff (Medical Staff)
- (B) FOXDIE (FOXDIE)
- (C) Op. FoxDie (Operation FOXDIE)

[220] FOXDIE (FOXDIE)

- (A) Injection (Naomi's Injections)
- (B) FoXDIE Truth (Truth Behind FOXDIE)
- (C) Vector (Vector (Pollinator))

[221] Vector (Vector (Pollinator))

- (A) FOXDIE (FOXDIE)
- (B) Treachery (Suspected of Treachery)
- (C) Targets (FOXDIE Targets)

[222] Treachery (Suspected of Treachery)

- (A) Vector (Vector (Pollinator))

[223] Targets (FOXDIE Targets)

- (A) Vector (Vector (Pollinator))
- (B) T: Solid Snake (Target: Solid Snake)

[224] T: Solid Snake (Target: Solid Snake)

- (A) Targets (FOXDIE Targets)
- (B) T: FOXHOUND (Target: FOXHOUND)
- (C) Dormancy (FOXDIE's Dormancy)

[225] T: FOXHOUND (Target: FOXHOUND)

- (A) T: Solid Snake (Target: Solid Snake)
- (B) Death Decoy (Decoy Octopus's Death)
- (C) T: Hostage (Target: Hostages)

[226] T: Hostage (Target: Hostages)

- (A) T: FOXHOUND (Target: FOXHOUND)
- (B) Death DARPA (DARPA Chief's Death)
- (C) Death Arms (ArmsTech President's Death)

[227] Death DARPA (DARPA Chief's Death)

- (A) T: Hostage (Target: Hostages)
- (B) Death Decoy (Decoy Octopus's Death)

[228] Death Arms (ArmsTech President's Death)

- (A) T: Hostage (Target: Hostages)

[229] Death Decoy (Decoy Octopus's Death)

- (A) T: FOXHOUND (Target: FOXHOUND)
- (B) Death DARPA (DARPA Chief's Death)
- (C) Death Liquid (Liquid's Death)

[230] Death Liquid (Liquid's Death)

- (A) Death Decoy (Decoy Octopus's Death)

- (B) Mission End (Mission Ended)
- [231] FOXDIE Truth (Truth Behind FOXDIE)
(A) FOXDIE (FOXDIE)
(B) Apoptosis (Apoptosis)
(C) Retrovirus (Retrovirus)
- [232] Apoptosis (Apoptosis)
(A) FOXDIE Truth (Truth Behind FOXDIE)
(B) Heart Attack (Cardiac Arrest)
- [233] Heart Attack (Cardiac Arrest)
(A) Apoptosis (Apoptosis)
- [234] Retrovirus (Retrovirus)
(A) FOXDIE Truth (Truth Behind FOXDIE)
(B) Three Works (Three Chapters of Metal Gear Solid)
- [235] Dormancy (FOXDIE's Dormancy)
(A) T: Solid Snake (Target: Solid Snake)
- [236] Mission End (Mission Ended)
(A) Death Liquid (Liquid's Death)
(B) Ending (Ending)
- [237] Ending (Ending)
(A) Mission End (Mission Ended)
(B) Alaska (Alaska)
(C) Real Name (Solid Snake's Real Name)
- [238] Alaska (Alaska)
(A) Ending (Ending)
- [239] Real Name (Solid Snake's Real Name)
(A) Ending (Ending)
- [240] Op. FOXDIE (Operation FOXDIE)
(A) Injection (Naomi's Injection)
(B) Jim Houseman (Jim Houseman)
- [241] Jim Houseman (Jim Houseman)
(A) Op. FOXDIE (Operation FOXDIE)
(B) Pentagon (Pentagon)
(C) Air Strikes (Air Raid)
- [242] Pentagon (Pentagon)
(A) Jim Houseman (Jim Houseman)
(B) Commander (Commander)
(C) White House (White House)
- [243] Air Strikes (Air Raid)
(A) Jim Houseman (Jim Houseman)
(B) Dismissal (Campbell's Discharge)
(C) Air Strike (Air Strike Squadron)
- [244] Air Strike (Air Strike Squadron)
(A) Air Strikes (Air Raid)
(B) B2 Bomber (B-2 Bomber)
(C) F117 (F-117)

- [245] B2 Bomber (B-2 Bomber)
(A) Air Strike (Air Strike Squadron)
- [246] F117 (F-117)
(A) Air Strike (Air Strike Squadron)
- [247] Dismissal (Campbell's Discharge)
(A) Air Strikes (Air Raid)
- [248] White House (White House)
(A) Pentagon (Pentagon)
(B) George Sears (President George Sears)
- [249] George Sears (President George Sears)
(A) White House (White House)
(B) Solidus Snake (Solidus Snake)
(C) Air Raid (Aborted Air Raid)
- [250] Air Raid (Aborted Air Raid)
(A) George Sears (President George Sears)
(B) Jim's Dismissal (Jim Houseman's Discharge)
- [251] Jim's Dismissal (Jim Houseman's Discharge)
(A) Air Raid (Aborted Air Raid)
(B) He's Back (Campbell's Reappointment)
- [252] He's Back (Campbell's Reappointment)
(A) Jim's Dismissal (Jim Houseman's Discharge)
- [253] Solidus Snake (Solidus Snake)
(A) George Sears (President George Sears)
(B) Opposition (Opposing the Patriots)
- [254] Opposition (Opposing the Patriots)
(A) Solidus Snake (Solidus Snake)
(B) Patriots (The Patriots)
(C) Dead Cell (Dead Cell)

NOTE: Now's the time to go back to the DGN to obtain the "Big Bosses' Body"
and "Patriots" memories. (See section "2.3 - Return To VR Simulation")

- [255] Remains (The Remains of Big Boss)
(A) Remains (Big Boss's Body)
(B) Soldier Genes (Soldier Genes)
(C) Murder (Murdered by Solid Snake)
- [256] Murder (Murdered by Solid Snake)
(A) Remains (The Remains of Big Boss)
(B) Big Boss (Big Boss)
- [257] Big Boss (Big Boss)
(A) Murder (Murdered by Solid Snake)
(B) Founder (Original FOXHOUND Commander)
(C) Legendary (Legendary Mercenary)
- [258] Founder (Original FOXHOUND Commander)
(A) Big Boss (Big Boss)
- [259] Soldier Genes (Soldier Genes)
(A) Remains (The Remains of Big Boss)

- (B) Human Genome (Human Genome)
- (C) Clone (Clone)

[260] Human Genome (Human Genome)

- (A) Soldier Genes (Soldier Genes)

[261] Clone (Clone)

- (A) Soldier Genes (Soldier Genes)
- (B) Les Enfants (Les Enfants Terribles Project)

[262] Les Enfants (Les Enfants Terribles Project)

- (A) Clone (Clone)
- (B) 70's (Shame of the '70s)
- (C) Super Babies (Super Baby Method)

[263] 70's (Shame of the '70s)

- (A) Les Enfants (Les Enfants Terribles Project)

[264] Super Babies (Super Baby Method)

- (A) Les Enfants (Les Enfants Terribles Project)
- (B) Fate (Superior/Inferior)

[265] Fate (Superior/Inferior)

- (A) Super Babies (Super Baby Method)
- (B) Twins (Twin Brothers)
- (C) Comparison (Light And Darkness)

[266] Comparison (Light And Darkness)

- (A) Fate (Superior/Inferior)

[267] Twins (Twin Brothers)

- (A) Fate (Superior/Inferior)
- (B) Brother (Hidden Brother)

[268] Brother (Hidden Brother)

- (A) Twins (Twin Brothers)

[269] Legendary (Legendary Mercenary)

- (A) Big Boss (Big Boss)
- (B) Op Snake Eater (Operation Snake Eater)
- (C) FOX (FOX)

[270] Op Snake Eater (Operation Snake Eater)

- (A) Legendary (Legendary Mercenary)

[271] FOX (FOX)

- (A) Legendary (Legendary Mercenary)
- (B) Inheritance (Philosopher's Legacy)

[272] Inheritance (Philosopher's Legacy)

- (A) FOX (FOX)
- (B) Philosophers (The Philosophers)
- (C) Their Reunion (The Philosophers' Reunion)

[273] Philosophers (The Philosophers)

- (A) Inheritance (Philosopher's Legacy)

[274] Their Reunion (The Philosophers' Reunion)

- (A) Inheritance (Philosopher's Legacy)
- (B) Patriots (The Patriots)

- [275] Patriots (The Patriots)
(A) Their Reunion (The Philosophers' Reunion)
(B) Project S3 (S3 Project)
(C) Opposition (Opposing the Patriots)
- [276] Project S3 (S3 Project)
(A) Patriots (The Patriots)
(B) S3 (Solid Snake Simulation)
(C) Selection (Selection for Societal Sanity)
- [277] Selection (Selection for Societal Sanity)
(A) Project S3 (S3 Project)
- [278] S3 (Solid Snake Simulation)
(A) Project S3 (S3 Project)
(B) Shadow Moses (Shadow Moses Incident)
(C) Raiden (Raiden)
- [279] Shadow Moses (Shadow Moses Incident)
(A) S3 (Solid Snake Simulation)
(B) Truth (In the Darkness of Shadow Moses: The Unofficial Truth)
- [280] Raiden (Raiden)
(A) S3 (Solid Snake Simulation)
(B) VR Training (VR Training)
- [281] VR Training (VR Training)
(A) Raiden (Raiden)
(B) A.I. (Optic Neural AI)
- [282] GW (GW)
(A) A.I. (Optic Neural AI)
(B) Arsenal Gear (Arsenal Gear)
- [283] Arsenal Gear (Arsenal Gear)
(A) GW (GW)
(B) Metal Gear Ray (Metal Gear Ray)
- [284] Metal Gear Ray (Metal Gear Ray)
(A) Arsenal Gear (Arsenal Gear)
- [285] Dead Cell (Dead Cell)
(A) Opposition (Opposing the Patriots)
(B) S.O.L. (Sons of Liberty)
- [286] S.O.L. (Sons of Liberty)
(A) Dead Cell (Dead Cell)
(B) Hostage (Hostage)
(C) Big Shell (Big Shell Occupation)
- [287] Hostage (Hostage)
(A) S.O.L. (Sons of Liberty)
(B) James Johnson (Current President James Johnson0)
- [288] Big Shell (Big Shell Occupation)
(A) S.O.L. (Sons of Liberty)
- [289] James Johnson (Current President James Johnson)
(A) Hostage (Hostage)

- [290] Carrying Goods (Only Personal Item)
(A) Cigarette (Cigarettes)
(B) Procure (Equipment Procured in Field)
- [291] Procure (Equipment Procured in Field)
(A) Carrying Goods (Only Personal Item)
(B) C4 (C4 Explosive)
- [292] Cigarette (Cigarettes)
(A) I. Sensor (Infrared Sensors)
(B) Carrying Goods (Only Personal Item)
- [293] I. Sensor (Infrared Sensors)
(A) Cigarette (Cigarettes)
- [294] C4 (C4 Explosive)
(A) Procure (Equipment Procured in Field)
(B) MP5Sd5 (MP5 SD5)
- [295] MP5Sd5 (MP5 SD5)
(A) C4 (C4 Explosive)
(B) Nikita (Nikita)
- [296] Nikita (Nikita)
(A) MP5Sd5 (MP5 SD5)
(B) SOCOM Pistol (SOCOM Pistol)
- [297] SOCOM Pistol (SOCOM Pistol)
(A) Nikita (Nikita)
(B) Stinger (Stinger)
- [298] Stinger (Stinger)
(A) SOCOM Pistol (SOCOM Pistol)
(B) Chaff (Chaff Grenade)
- [299] Chaff (Chaff Grenade)
(A) Stinger (Stinger)
(B) N. Goggle (Night Vision Goggles)
- [300] N. Goggle (Night Vision Goggles)
(A) Chaff (Chaff Grenade)
(B) Cardboard Box (Cardboard Box)
- [301] Cardboard Box (Cardboard Box)
(A) N. Goggle (Night Vision Goggles)
(B) M9 (M-9)
- [302] M9 (M-9)
(A) Cardboard Box (Cardboard Box)
(B) PAN Card (PAN Card)
- [303] PAN Card (PAN Card)
(A) M9 (M-9)
(B) Camera (Camera)
- [304] Camera (Camera)
(A) PAN Card (PAN Card)
(B) Gas Mask (Gas Mask)
(C) S. Photograph (Ghost Picture)

[305] S. Photograph (Ghost Picture)
(A) Camera (Camera)

[306] Gas Mask (Gas Mask)
(A) Camera (Camera)
(B) Poisonous Gas (Poison Gas)

[307] Poisonous Gas (Poison Gas)
(A) Gas Mask (Gas Mask)

[308] Theme (Theme)
(A) Three Works (Three Chapters of Metal Gear Solid)
(B) Scene (Scene)

[309] Scene (Scene)
(A) Theme (Theme)
(B) Gene (Gene)

[310] Gene (Gene)
(A) Scene (Scene)
(B) Meme (Meme)

[311] Meme (Meme)
(A) Gene (Gene)

NOTE: Finally, the last time going back to the DGN, to obtain the "Optic Neural AI" memory. (See section "2.3 - Return To VR Simulation")

[312] A.I. (Optic Neural AI)
(A) VR Training (VR Training)
(B) GW (GW)

[313] Truth (In the Darkness of Shadow Moses: The Unofficial Truth)
(A) Shadow Moses (Shadow Moses Incident)

[314] Memory Cube (Memory-Building Bodies)

[315] MGS3 (MGS 3)
(A) MGS2 (MGS 2)

[316] MGS2 (MGS 2)
(A) MGS1 (MGS 1)
(B) MGS3 (MGS 3)

[317] MGS1 (MGS 1)
(A) MGS2 (MGS 2)
(B) Three Works (Three Chapters of Metal Gear Solid)

[318] Three Works (Three Chapters of Metal Gear Solid)
(A) MGS1 (MGS 1)
(B) Theme (Theme)
(C) Retrovirus (Retrovirus)

2.3 - Return To VR Simulation

Here you will find a list of the memories you will have to re-visit the DGN in order to obtain. These are all flashback memories.

240) FOXHOUND: 166%, (+000, +000), P6F1, appears in the DGN upon completion of the "Sons of Big Boss" group

241) Metal Gear Rex: 166%, (+000, +000), P242F1, appears upon connecting "M.G." and "Black Projects" memory elements

242) The Truth Behind Master Miller: 166%, (+000, +000), P249F1, appears upon completion of the "Liquid's Miscalculation" group

243) Solidus Snake: 128%, (+000, +000), P271F1, appears upon completion of the "Revolver Ocelot" group

244) Solid Snake's Background: 126%, (+000, +000), P4F1

245) Naomi Hunter's True Identity: 166%, (+000, +000), P237F4

246) Naomi's Injections: 100%, (+000, +000), P4F3

247) The Patriots: 166%, (+000, +000), P261F1, appears upon connecting "Solidus Snake" and "Opposition" memory elements

248) Big Boss's Body: 166%, (+000, +000), P5F2, appears upon completion of the "High-Level Conspiracy" group

249) Optic Neural AI: 259%, (+000, +000), P73F1, appears upon connecting the "S3" and "Shadow Moses" memory elements

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(3) Extra Stuff

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This section will contain the description of each memory element, the full script of the DGN, and a comparison of the DGN and the original Metal Gear Solid for Playstation.

3.1 - Memory Element Reports

Here you'll find the description of each memory element. The first title is what you'll find under the memory element within the cube, and the title in parenthesis is at the upper-left corner of the screen.

[1] Solid Snake (Solid Snake)

A legendary hero and the main character of this story. A former FOXHOUND member, he is of Japanese and English Descent, and is fluent in six languages. Specializing in high-altitude parachute drops, scuba diving, and free climbing, he can infiltrate any place in any circumstance, and is known as "a man who makes the impossible possible." His true name and family are unknown, having been specially coded as highly classified national top secret information.

[2] Sneaking (Sneaking Mission)

In an act of aggression, the terrorist group "The Sons of Big Boss" take over Shadow Moses Island's nuclear waste plant. The Department of Defense summons Solid Snake, the legendary former FOXHOUND hero living a life of seclusion in Alaska. They propose to have him covertly infiltrate the island on a solo mission to neutralize the terrorist threat.

[3] Campbell (Colonel Campbell)

Former FOXHOUND commander. After the original commander Big Boss's death, he took command and rebuilt the hi-tech special ops unit FOXHOUND, which employs satellites and other cutting-edge technology. He was codenamed "Chicken FOX" while a member of the original FOXHOUND. Possessing inside knowledge of both FOXHOUND and Solid Snake, he was appointed Commander of Operations.

[4] Secretary CIA (The Only Man Who Knows Snake)

After the Zanzibar Land Coup, Solid Snake left FOXHOUND to live a secluded life in Alaska. The military knew Snake as a legendary soldier who existed merely on paper. To call him back into action, attention was focused upon Roy Campbell--the last commander of operations and Snake's friend, together through the good and the bad.

[5] Commander (Commander)

As an experienced leader of infiltration operations in the original FOXHOUND, Roy Campbell is appointed commander for this solo infiltration mission. He came up with the plan of using nanomachines and radio transmissions to monitor Solid Snake on his mission, and offers long-distance support from the submarine headquarters.

[6] Support Team (Support Team)

Colonel Roy Campbell forms a support team to aid Solid Snake in his solo infiltration of Shadow Moses Island. Obtaining environmental data from nanomachines implanted throughout Snake's body, the team provides optimal courses of action in real time.

[7] Mei Ling (Mei Ling)

One of the members who supports Solid Snake during the Shadow Moses incident. Currently a student at the Massachusetts Institute of Technology. Specializing in image data processing, she developed the Soliton Radar and the Codec. She is also well-versed in proverbs.

[8] Support Team (Support Team 4)

The medical staff's job is to monitor Solid Snake's condition and control his nanomachines. An expert in genetic engineering, Naomi Hunter was recruited from a private biotech business to be a part of the support team for this mission.

[9] Dr. Naomi (Naomi Hunter)

The FOXHOUND medical chief. A beautiful, sun-tanned scientist, in charge of genetic treatment and gene fortification. She is adored by the other staff members, who call her "Doctor Naomi."

[10] Support Team (Support Team 2)

Among those Colonel Roy Campbell gathered on the team to support Solid Snake, he also included expert masterminds. Knowledgeable in Alaskan terrain and survival techniques, Master Miller was Snake's mentor.

[11] Master Miller (Master Miller)

A third-generation Japanese American and former dedicated FOXHOUND instructor, he was respectfully called "Master" Miller by FOXHOUND members. He currently lives a retired life in Alaska. An innovative thinker well versed in science.

[12] Support Team (Support Team 3)

Nastasha Romanenko is another brilliant person who supports Solid Snake. During the Shadow Moses incident, she helps Snake by filling him in on the latest in military affairs and providing him with information about nuclear weapons development.

[13] Nastasha (Nastasha Romanenko)

A military analyst. Specializing in hi-tech and nuclear weapons, she supports Snake through the Codec. She worked behind the scenes on a number of national secrets in the NSA, but lost her job after the Cold War and became a freelance military analyst. A heavy smoker.

[14] M. Analyst (Military Analyst)

A military analyst, specializing in nuclear weapons and familiar with the latest military technologies, was appointed as a member of the support team.

[15] Teacher (Snake's Master)

Master Miller helped support Solid Snake during Snake's solo infiltration mission in Zanzibar Land. He has known Snake longer than any other member of FOXHOUND, and, like Snake, settled down in Alaska after retirement.

[16] M. Staff (Medical Staff)

In charge of medical care on the support team. Constantly in long-distance control of the nanomachines, the medical staff monitors Solid Snake's health conditions while on missions, and adjusts Snake's body condition by releasing adrenaline, nutritional supplements, sugar, and more from the nanomachines.

[17] Correspondent (Correspondents)

The only communications link between Solid Snake and his support team during missions is the Codec implanted in his ear. Each member of the support team carries a separate circuit allowing them to transmit highly confidential information.

[18] Old Commander (Former FOXHOUND Commander)

Former FOXHOUND commander Roy Campbell knew both Big Boss and Solid Snake. As the only person with such personal knowledge, he is pulled into action once more when the "Sons of Big Boss" terrorist group demands Big Boss's body.

[19] Strategy (Operation Objectives)

Granted the go-ahead to infiltrate Shadow Moses Island, Solid Snake is given three mission objectives in briefing. The greatest operation ever undertaken has begun, and the fate of the world hangs in the balance.

[20] Obstruction (Stop The Terrorists)

The terrorists are actually the Next-Generation Special Forces, comprised of genome soldiers and agents of the hi-tech special ops unit FOXHOUND. As a former member of FOXHOUND, Solid Snake must stop the terrorists.

[21] Rescue (Rescue The Hostages)

DARPA chief Donald Anderson and ArmsTech president Kenneth Baker are being held by terrorists on Shadow Moses Island. These two must be rescued.

[22] President (President of ArmsTech)

Kenneth Baker is the president of ArmsTech, a top military industry provider. He is a middle-aged, rotund man. He has been taken hostages by the terrorists. It is unclear what the president of the civilian company ArmsTech was doing at a nuclear weapons disposal facility.

[23] Director (DARPA Chief)

The chief of the Department of Defense's central research and development organization--the Defense Advanced Research Projects Agency (DARPA). He has been taken hostage by terrorists. It is unclear what he was doing at a nuclear weapons disposal facility.

[24] Confirmation (Confirm Nuclear Launch Capability)

A nuclear weapons disposal facility housing numerous nuclear weapons lies on Shadow Moses Island. The terrorists occupying the island have threatened America with a nuclear attack. Solid Snake must discover whether or not they possess the ability to launch nuclear warheads.

[25] Developer (Codec Pioneer)

The Codec radio transmitter was developed by Mei Ling. Implanted in Solid Snake's ear ossicle, it transmits communications through minute vibrations inaudible to others. Communications are coded and sent in burst transmissions for maximum security.

[26] S. Radar (Soliton Radar)

This radar makes use of electromagnetic waves emitted from biological readings. It employs soliton electromagnetic waves released from a satellite to determine the interior structure of buildings. However, it cannot be used in small areas, due to heavy acoustic reflections.

[27] A.O. (Auditory Ossicles)

Three small bones called the malleus, the incus and the stapes lie behind the eardrum. These are also referred to as "auditory ossicles." They transmit eardrum vibrations to the inner ear. Solid Snake's Codec transmits speech through vibrations to the ossicles. This avoids noise leaking outside.

[28] ATGC Company (ATGC)

The private pharmaceutical manufacturer Naomi Hunter works for. A major bio

corporation, it is jointly working on a project with the Department of Defense to provide medical treatment to the Next-Generation Special Forces. ATGC stands for the four bases that comprise DNA.

[29] Nanomachine (Nanomachine)

The name of a microscopic MEMS-technology based machine the size of a micrometer (1/1,000,000 of a meter). Powered by static electricity. By administering it directly to the body, it can balance hormones, give internal cycle feedback, check blood loss amounts and perform many other molecule-level tasks.

[30] Sneaking Suit (Sneaking Suit)

This special outfit for infiltration missions was created with electronic spinning technology using optic fibers. By clinging to the wearer's body, it protects internal organs and boosts strength. It also blocks harmful elements, is equipped with various sensors, and can interact with nanomachines.

[31] Nanos (Nanomachine's Effects)

Nanomachines monitor the body's hormones, and more, in real time. They also keep Solid Snake in optimal health by providing him with things such as adrenaline, health supplements and sugar. Nanomachines can also vibrate, providing a massage effect.

[32] Sons (The Sons of Big Boss)

This is the name of the terrorists who take over Shadow Moses Island. Their leader, Liquid Snake, holds the American military responsible for creating him as Big Boss's clone in the "Les Enfants Terribles" project.

[33] Uprising (Revolt)

The timing couldn't have been worse. Immediately after Meryl joined up with the Shadow Moses Island unit, the revolt occurred, a sudden rebellion against the U.S. Army. Helpless, Meryl is captured by the genome soldiers of the Next-Generation Special Forces.

[34] Demands (Terrorists' Demands)

When the terrorists calling themselves "The Sons of Big Boss" revolt on Shadow Moses Island, they make two demands to the American Government. After Metal Gear is started up, they make two additional demands. As the incident unfolds, the terrorists' objectives steadily increase.

[35] One Billion (One Billion Dollars)

Upon activating Metal Gear Ray, "The Sons of Big Boss" made this additional demand: One billion dollars. They planned to use this money to fund the reconstruction of Big Boss's vision: Outer Heaven.

[36] Serum (FOX DIE Blood Serum)

The only way to escape being targeted for the murderous FOX DIE virus is to obtain a serum that rejects FOX DIE. Having obtained launch capability of a new nuclear warhead, the terrorist group "The Sons of Big Boss" demand that the American government provides this serum.

[37] Remains (Big Boss's Body)

Upon recovery of Big Boss's body, the American government discovers the existence of the so-called "soldier genes" within. Researchers then began cloning experiments, transplanting these soldier genes in soldiers.

[38] Revolt (Teaming Up To Revolt)

Not all the genome soldiers in the Next-Generation Special Forces agreed with FOXHOUND to revolt. Many were brainwashed by Psycho Mantis's mental manipulation.

[39] Next Gen (Next-Generation Special Forces)

The group comprised of genome soldiers, led by FOXHOUND.

[40] G. Soldier (Genome Soldiers)

The genome soldiers are genetically treated and implanted with soldier genes to become the world's mightiest unit. Among other things, their senses of hearing and sight have been enhanced. It is said that Gulf War Syndrome was actually a side effect of genome soldier experiments.

[41] The Source (Next-Generation Special Forces' Parent Organization)

The genome soldiers, who were genetically engineered to employ implanted soldier genes, were formed under their parent organization, the U.S. Army's Force 21. Trained using VR Training, they were reformed as the Next-Generation Special Forces, and sent into battle.

[42] Force 21 (Force 21)

The next-generation integrated infantry fighting system said to have been under research and development by the U.S. Army since the 1980's. Digital transmitters are installed on all their weapons, and each soldiers carries a computer used to minimize casualties and maximize combat effectiveness by sharing data. The Next-Generation Special Forces team of genome soldiers emerged from this project.

[43] M. Disease (Mysterious Disease)

The genome soldiers in the Next-Generation Special Forces suffer from a mysterious symmetrical illness. Animals by nature are asymmetrical creatures, but when a problem occurs in an animal's asymmetrical genes, it is believed certain symptoms occur, such as sudden death. The genome soldiers are dying from the illness.

[44] G.W.S. (Gulf War Syndrome)

In America, it's reported that 80,000 of the 700,000 people engaged in the 1991 Gulf War experienced symptoms such as headaches, memory loss, joint pain, and depression. This became an issue in the President's advisory council. An investigation was conducted, but the cause is yet unknown.

[45] Johnny (Johnny Sasaki)

The eldest son in the Johnny line, he inherited the name, "Johnny." He is an ordinary soldier who appears on numerous occasions in the Metal Gear Solid series. Meryl steals his clothes, and the resulting chill gives him diarrhea.

[46] Armament (Genome Soldiers' Arsenal)

The genome soldiers carry U.S. Army equipment. However, Sergei Gurlukovich provided them with Russian army firearms for the revolt, making their armory look more like a museum of weapons used around the world.

[47] FA-MAS (FA-MAS)

The bullpup compact assault rifle carried by the genome soldiers. Shoots 900 - 1,000 bullets per minute. Resistant to cold and rarely malfunctions. Also highly accurate, a reason why the French army officially adopted it in the past.

[48] 5.56 Trumpet (5.56 mm Trumpet)

Another name for the FA-MAS. Called the "trumpet" after its uniquely shaped silhouette. Standard issue for the genome soldiers.

[49] Grenade (Grenade)

A hand grenade, also called a "pineapple." Explodes five seconds after pin is pulled. Must be set in the desired location before exploding. Those five seconds can be used for all sorts of combat methods.

[50] Pineapple (Pineapple)

Another name for a hand grenade. Channels were cut into the surface of grenades used from World War II to the Vietnam War, in order for the fragments to break off and scatter upon explosion. Due to their appearance at that time, grenades have come to be called "pineapples."

[51] PAL System (PAL System)

Permission Active Link. this is a safety control system equipped on nuclear missiles. It requires a special detonation code to be deactivated. It is set to self-destruct if someone tries to break the PAL and use a nuclear warhead.

[52] Two Codes (Two Detonation Codes)

There are two separate detonation codes that allow nuclear weapons to be fired. the DARPA chief knows one code, and the president of ArmsTech knows the other. The two men are both being held hostage. The codes must be obtained from both of them in order to activate nuclear weapons.

[53] Emergency Key (Detonation Code Emergency Cancellation Keys)

Now that the detonation code has been leaked, Solid Snake must obtain the emergency override keys that cancel the detonation code.

[54] Three Keys (Three Key Types)

There are three different detonation override keys. However, Solid Snake only obtains a single key. What could this mean...?

[55] Memory Alloy (Shape Memory Alloy)

The PAL override key was made using a shape memory alloy. It changes shape based on the temperature, turning into three different keys. Using such environments as a furnace and a freezer to change the key's shape, Solid Snake deactivates the nuclear weapon's detonation code.

[56] Morph (Change In Shape)

The PAL System's emergency detonation override key is made of a shape-memory alloy. The key assumes one shape at high temperatures, another shape at extremely low temperatures, and a third shape at ordinary temperatures. Solid Snake carries the key to places of different temperatures.

[57] Frozen Ground (Permanently Frozen Ground)

Permanently frozen ground is ground that has been frozen for over two consecutive years. Located near Alaska's Aleutian Islands, Shadow Moses Island has an area of permanently frozen ground, and it appears possible to cross over a glacier to the state of Alaska.

[58] Blast Furnace (Blast Furnace)

Since Shadow Moses Island does not contain an airfield, all facilities must be self-sufficient. To that end, a blast furnace has been prepared to process materials. Genome soldiers patrol the scorching hot blast furnace.

[59] FOXHOUND (FOXHOUND)

A hi-tech special ops unit. The special forces that Solid Snake was once a member of, and Roy Campbell commanded. The best of the best, possessing vast knowledge and skill. The unit continued after both Snake and Campbell left. Six FOXHOUND members participated in the Shadow Moses Island revolt.

[60] FOXHOUND M1 (FOXHOUND Member 1)

The former Soviet Union secretly conducted psychic research during the Cold War era. After the collapse of the Cold War, that technology leaked out of Russia. Psycho mantis was a psychic soldier who left Russia to operate in America.

[61] FOXHOUND M2 (FOXHOUND Member 2)

Profiles of FOXHOUND members are highly classified. Disguise infiltration specialist Decoy Octopus's profile, in particular, is a blank. He is as mysterious as they come.

[62] FOXHOUND M3 (FOXHOUND Member 3)

Many FOXHOUND members come from minority races. Part Native American, part Inuit, Vulcan Raven, the shaman who lives in Alaska, is one such member.

[63] FOXHOUND M4 (FOXHOUND Member 4)

After the Cold War ended, some of the militar's leading agents left Russia. Appearing in conflicts around the world, they were eventually scouted by America's hi-tech special ops unit FOXHOUND. Revolver Ocelot is one such member.

[64] FOXHOUND M5 (FOXHOUND Member 5)

Soldiers who no longer have a country to call home create their own identities in battle. That can be said of all the FOXHOUND members, such as Kurd Sniper Wolf, a drifter who lost her home country.

[65] Sniper Wolf (Sniper Wolf)

A member of FOXHOUND. A master female sniper. Maximizing her womanly patience, she can hold her sniping stance for a week straight without eating, drinking, or moving. A Kurd from Iraq, she sold her services to FOXHOUND. She feels a likeness and bond with wolf-dogs, bred between a wild wolf and a husky, and takes care of them inside the base.

[66] Sniper (Sniper)

Using a high-performance sniper rifle and a scope, a sniper can target people from distances in excess of 100 yards. They can severely cripple enemy forces by taking out officers, radio operators, gunners, and other key personnel. It's said that a single good sniper is worth dozens of soldiers.

[67] Ocelot (Revolver Ocelot)

A member of FOXHOUND. Formerly in Spetsnaz. A gun maniac, passionate about cowboy movies and spaghetti westerns. He served as a torture specialist at a gulag while in Spetsnaz, where he earned a name for himself among torture fanatics.

[68] Guns 'N Torture (Pistol & Interrogation Specialist)

Revolver Ocelot can best be described as a Single Action Army fast draw and sadistic gulag torturer. He has perfected both quick-drawing and torture--as an art form--and enjoys the aesthetic thrill of war.

[69] Vulcan Raven (Vulcan Raven)

A member of FOXHOUND. From Alaska. Part Native American, part Inuit. Tough and hardened to cold, he uses a jet fighter's Vulcan cannon as a rifle. Raised as a shaman, he also possesses supernatural abilities. He is an elite graduate from the University of Alaska.

[70] Shaman (Shaman)

A holy man who heals, drives out demons, and prophesizes using abilities associated with his spiritual existence. Vulcan Raven possesses power as a shaman, and communicates with ravens to prophesize.

[71] Decoy Octopus (Decoy Octopus)

A member of FOXHOUND. Details unknown.

[72] Disguise (Master of Disguise)

Decoy Octopus, a master of disguise, is reportedly capable of even disguising his own blood. He disguises himself as the DARPA chief, but suffers a fatal reaction to FOXDIE, carried within Solid Snake's body, and dies in disguise. Even in death, his true identity was not revealed.

[73] Psycho Mantis (Psycho Mantis)

A member of FOXHOUND. Formerly a KGB Psychic Intelligence member. Possesses powerful telekinetic and mind-reading abilities. He lost his job after the Soviet Union collapsed, and went to America. He worked for the FBI for a time, then became a freelance espionage agent, operating in many different locations, until he was recruited by FOXHOUND.

[74] Psychic (Psychic Powers)

Psycho Mantis Possesses powerful telekinetic and mind-reading abilities. He uses his mind-reading ability to interrogate and brainwash victims, and also to read his enemies' attacks in battle. When battling Psycho Mantis, one must learn to close one's own mind.

[75] Leader (FOXHOUND's Leader)

Liquid Snake joined FOXHOUND after Solid Snake left. All activities thereafter were classified and shrouded in secrecy.

[76] Liquid Snake (Liquid Snake)

A man who looks identical to Solid Snake, but possesses the opposite name. He joined FOXHOUND after the Zanzibar land coup (after Solid Snake left).

[77] Hind-D (Hind-D)

The heavy combat helicopter, the Mil Mi-24D, developed by the Soviet Union's Mil Design Bureau in 1973. Referred to as the "Hind-D" in western countries. Possessing overwhelming attack capabilities, it was nicknamed the "Tank Killer." Liquid Snake's favorite craft.

[78] Diversion (Diversion)

The U.S. Army times a scramble of F-16's (America's main fighter jet) from Kalena Base with the start of Solid Snake's infiltration mission as a diversionary tactic. In response, Liquid Snake departs to engage them with his Hind-D. Apparently, the diversion seems to work.

[79] Kalena (Sortie from Kalena Base)

Just as Solid Snake begins his infiltration mission, the U.S. Army scrambles a squad of F-16 fighters to Shadow Moses Island. The plan is to begin the infiltration while the terrorists have their eyes on the F-16's. The diversion works like a charm.

[80] F16 (F-16)

The backbone of the U.S. Air Force. First flown in 1974, it was initially developed for air-to-air combat. However, it was later modified and used for a variety of missions, including anti-surface, air defense and air superiority operations. Due to its low price tag, over 4,000 F-16s are used in nations all over the world.

[81] Rebirth (Outer Heaven Reborn)

In the past, Big Boss established "Outer Heaven" for soldiers who live to fight. Solid Snake put an end to that dream, but Liquid Snake continues to pursue it.

[82] Saladin (Saladin The Wise)

The person who took back Jerusalem from the crusaders in Damascus. Considered a hero in Arabic and Islam countries. Refers to Liquid Snake, who is attempting to rebuild Outer Heaven.

[83] Armament (Vulcan Raven's Arsenal)

Vulcan Raven carries a heavy firearm, fitting for his giant frame. His combat style is to use elaborate strategies to corner enemies, then kill them with

overwhelming firepower.

[84] M1 Tank

The main tank employed by the U.S. Army. Equipped with numerous electronic systems, it is capable of electronically locating and pursuing enemies. Its main 120 mm cannon has a range of over 3,000 yards, capable of demolishing virtually anything in its path.

[85] M61A1 (M61 A1)

A Vulcan 20 mm machine gun--commonly equipped on aircraft--is mounted on nearly all American fighter planes. Armed with this machine gun, Vulcan Raven alone has more firepower than most strike teams.

[86] Alaskan Indian (Native Alaskan)

Based on biological characteristics, humans are divided into three general groups: African, Caucasian, and Asian. Alaskan Native Americans have many commonalities with Asians, and are closely related to them.

[87] Raven (Raven)

Ravens are black birds who create their own territories centered on their nests. When their territory is intruded upon, they threaten and sometimes attack the intruder. It is also said that the raven possesses prophetic abilities, and symbolizes the goddess of death in Northern Europe.

[88] Warning (Prophecy of Death)

Vulcan Raven has a raven-shaped mark on his forehead. A raven flies from this mark and lands on Solid Snake's shoulder. Having witnessed this vision, Solid Snake receives a death prophecy from Vulcan Raven.

[89] S.A.A. (Single Action Army)

Revolver Ocelot's beloved classic revolver pistol. The first model was made over 130 years ago. Many people obtain these pistols for collections or as works of art, but few still use them in actual combat. Its shortcoming lies in the time it takes to reload.

[90] Wolf Dog (Wolf-Dog)

A mix between wolf and dog. Sometimes used to pull sleds in Alaska. Sniper Wolf is fond of them, which turns out to be how she meets Otacon.

[91] Cave (Cave)

The cave wolf-dogs inhabit. Wolf-dog pups are born and raised here. Sniper Wolf is hiding in the vicinity, awaiting Solid Snake.

[92] PSG-1 (PSG-1)

The high-performance sniper rifle used by Sniper Wolf. It can accurately hit a 10-inch square mark at 100 yards. A semi-automatic rifle, it offers a high rate of fire.

[93] VS Sniper (Sniper Duel)

A face-off between the female warrior Sniper Wolf and Solid Snake, equipped

with a sniper rifle. A sniper needs tenacious mental endurance, for performing long-term ambushes, and patience. A horrendous battle unfolds, where a moment's lapse in attention could mean death.

[94] Snowfield (Snowfield)

The snowfield where Vulcan Raven is waiting in ambush for Solid Snake, aboard an M-1 tank. He mercilessly aims the tank's cannon at Snake and fires away.

[95] Tranq (Tranquillizer)

Sniper Wolf takes a tranquillizer called diazepam. This anti-anxiety agent relaxes the muscles and prevents spasms. Taking large quantities of this drug for extended periods of time can lead to a physical and mental dependence on it.

[96] Wolf's Mark (Wolf's Mark)

Sniper Wolf has a policy to kill all of her marked prey. Taking an interest in Solid Snake, she scratches his face with her nails, marking him as her target.

[97] Meryl Sniped (Meryl Sniped)

Sniper Wolf first shoots Meryl in the leg, immobilizing her, then shoots her arm. She does not kill her immediately. rather, she lies in wait to target whoever came to help Meryl. This is how Sniper Wolf operates. The only way to avoid her trap is to shoot your friend yourself, putting her out of her suffering.

[98] Captive (Captive Solid Snake)

After defeating Sniper Wolf, Solid Snake rushes to the base to rescue Meryl. It is, however, just a trap. Surrounded by Wolf and genome soldiers, he is marked by Wolf and taken prisoner.

[99] Disguised (Disguised As Chief)

Using the body of DARPA chief Donald Anderson, who was tortured to death by Revolver Ocelot, Decoy Octopus disguised himself perfectly. Even the blood flowing through his body is identical to the chief's.

[100] Brainwash (Meryl Brainwashed)

Meryl is brainwashed by Psycho Mantis. She approaches Solid Snake and slumps into him. Then she suddenly tries to commit suicide. Snake is left with no choice but to knock Meryl out, who, brainwashed, would have killed herself otherwise.

[101] Brainwash (Brainwashed Genome Soldiers)

Not all the genome soldiers in the Next-Generation Special Forces agreed with FOXHOUND to revolt. Many are brainwashed by Psycho Mantis's mental manipulation. Once Solid Snake defeats Psycho Mantis, the brainwashing effects gradually dissipate.

[102] Uprises (Genome Soldiers' Revolt)

Joining up with Liquid Snake's FOXHOUND team, the Next-Generation Special Forces, comprised of genome soldiers, revolt on Shadow Moses Island. However,

their revolt is actually spurred by Psycho Mantis's brainwashing.

[103] Niece (Niece)

Roy Campbell has a niece. She was obsessed with FOXHOUND, and joined the Army. Just after she was transferred as a new recruit to Shadow Moses Island, the nuclear weapons disposal facility falls into terrorists' hands. Roy Campbell privately petitions Solid Snake to rescue his niece.

[104] Meryl (Meryl Silverburgh)

Campbell's niece. On the same day she is transferred as a new recruit to Shadow Moses Island, she is caught up in the FOXHOUND revolt. She helps Snake stand up against the terrorists. Born into a military family, she concentrated only on training to become a soldier ever since childhood. As a new recruit, she has never participated in actual combat. Even though she's a woman, she can fire a Desert Eagle single handedly.

[105] Cell (Cell)

The cell the DARPA chief is locked away in. Meryl Silverburgh, who did not participate in the revolt, is being held in the cell next to it. Solid Snake sneaks into the cell through an air duct.

[106] Rookie (Rookie)

Meryl has no real combat experience. As such, she has never shot anyone with live ammunition. Upon encountering Solid Snake and battling enemy soldiers, she matures rapidly.

[107] Yearning (Infatuation with FOXHOUND)

Meryl has a tattoo of the symbol FOXHOUND used when Roy Campbell and Solid Snake were members of the organization painted on her shoulder. She wants to take a step closer toward becoming a legendary hero like Solid Snake.

[108] Hero (Legendary Hero)

Legend has it Solid Snake single-handedly resolved both the Outer Heaven crisis and the Zanzibar Land coup. This is why some soldiers refer to him as a legendary hero.

[109] Snake/Meryl (Snake & Meryl)

Meryl adored Solid Snake as a legendary hero. Each time she learns more about the real him, she is that much more infatuated. Snake also rediscovers in her innocence things he thought were long lost.

[110] Buttocks (Buttocks)

Solid Snake can't help but notice Meryl's hips as she runs off. The second time they meet, he finds his eyes wandering down to her derriere.

[111] Disguises (Disguised as a Genome Soldier)

Using her feminine charms, Meryl tricks a genome soldier and strips him of his clothes. She quickly disguises herself as a genome soldier, but Solid Snake sees through her guise. Her untrained movements and feminine hips are more than enough to give her away.

[112] Desert Eagle (Desert Eagle)

A large, automatic handgun. Capable of firing Magnum bullets, it possesses overwhelming firepower. Its powerful recoil makes it a poor choice for women who have lesser strength, but it is Meryl's favorite weapon.

[113] Boot Camp (Boot Camp)

In the Marines, new recruits and reservists are called "boots." "Boot camp" refers to a base where new recruits undergo basic training. There are two such bases, one on Parris Island in South Carolina, and one in San Diego.

[114] Noise (Psychometric Interference)

When infiltrating the base on Shadow Moses Island, visions of Psycho Mantis appear in various places, accompanied by what sounds like classical Russian music. This is actually residual psychometric interference generated by Psycho Mantis, a kind of mental footprint.

[115] Mental Attack (Mental Attack)

Psycho Mantis's mind-reading ability also includes projecting vision into the enemy's head. Unaware they are experiencing visions, targets of his mental attacks feel pain and suffering, and can be driven insane. Incredible willpower is needed to defend against these attacks.

[116] Of Sadness (Mental Attack Of Sorrow)

Psycho Mantis fills Solid Snake with sorrow. However, Snake has overcome grief as well. Snake's solitary soul is not shaken by feelings of sorrow.

[117] Reading (Mind Reading)

Psycho Mantis's greatest skill is his mind-reading ability. He even seems to be able to read the player's game preferences. All of Solid Snake's actions are most likely seen in advance.

[118] Of Abhorrence (Mental Attack of Hate)

Psycho Mantis fills Solid Snake with hate. However, hatred is not an enemy for Solid Snake, who has killed countless soldiers in battle--it is an everyday emotion. Psycho Mantis is shocked at the unimaginable state of Snake's heart.

[119] Of Authority (Mental Attack of Master Miller)

Psycho Mantis's last effort is to send a vision of Master Miller, Solid Snake's mentor. Master Miller was more than just a teacher to Snake, and was the only person he truly trusted. However, Snake realizes he is merely a vision just in the nick of time.

[120] ArmsTech (Armstech)

The world's leading arms manufacturer and seller of every lethality known to man. However, the company has grown unstable due to recent military downsizing. After losing its bids on the SDI program and Fighter Plane X, the company was on the verge of bankruptcy. It then proposed the Metal Gear project to DARPA, and proceeded with development.

[121] DARPA (DARPA)

The Defense Advanced Research Projects Agency (DARPA). The Department of Defense's advanced research and development branch. Its name was changed from ARPA in 1972. It is known for its development of ARPAnet, the precursor to the internet. Additionally, it performs original technological research in a wide variety of fields, and contributes to military development.

[122] M.I.C. (Military-Industrial Complex)

DARPA (the Defense Advanced Research Projects Agency) and ArmsTech were in collusion. Having missed out on the SDI Program, ArmsTech proposed the Metal Gear project. They were secretly promoting a nuclear installation plan in an attempt to overcome a global trend of military downsizing.

[123] Black Projects (Black Projects)

Unofficial, off-the-record project classification. Only known within the Department of Defense, the Metal Gear project fell into this category and was kept hidden from the rest of the American government. The real reason for this was to cover up the collusive relationship between DARPA and ArmsTech.

[124] M.G. (Nuclear-Mounted Walking Tank)

A weapon that can freely traverse all types of geographic locations otherwise inaccessible by long-distance bombers, submarines and intercontinental ballistic missiles, to single-handedly perform a nuclear strike--the concept behind Metal Gear. With the creation of Metal Gear, the world's nuclear strategy maps must be rewritten and military balance will collapse.

[125] Rex (Metal Gear Rex)

Metal Gear Rex is a bipedal walking weapon developed by Hal Emmerich as a mobile strategic missile defense measure. It roars like a dinosaur when activated, and packs enough firepower to overwhelm any opponent. It is tested on Shadow Moses Island.

[126] Armament (Metal Gear's Arsenal)

In addition to a nuclear weapon-launching rail gun, Metal Gear Rex is equipped with an 8-pod missile unit and a laser unit for close combat. It also uses a radar to detect unseen enemies.

[127] Radome (Radome)

Short for "radar dome" Metal Gear Rex captures enemies on radar and launches attacks. Destroying the Radome would create a chance to damage the otherwise impregnable Metal Gear Rex, since the pilot must open the cockpit to see.

[128] Railgun (Rail Gun)

This weapon uses a magnetic field to launch ammunition at supersonic velocities. Collaborated research between Rivermore Labs and ArmsTech succeeded in miniaturizing the gun. It is mounted on Metal Gear Rex's right shoulder. Nuclear warheads launched by the rail gun strike their targets without being detected by thermal radars.

[129] Laboratory (Rivermore Labs)

A nuclear research facility in the city of Rivermore, California. Collaborated with ArmsTech on Metal Gear Rex research. Developed a rail gun unit that launches nuclear warheads at ultra-high velocities as well as a new stealth

nuclear weapon.

[130] S. Nuke (Stealth Nuke)

A stealth missile whose jet propulsion is undetectable by enemy military satellite surveillance. Research for such a missile has been underway since the 1970s. Metal Gear Rex's rail gun can be used to attack a target without burning propellant. It marks the birth of stealth nuclear weapons.

[131] Exercise Data (New Nuclear Weapon Exercise Data)

ArmsTech and DARPA conduct a simulated Metal Gear Rex exercise on Shadow Moses Island. Obtaining this exercise data is the U.S. Army's top-priority mission.

[132] Developer (Metal Gear Creator)

ArmsTech researcher Hal Emmerich is the developer of Metal Gear Rex. He succeeded in making Metal Gear Rex capable of practical use by carrying out the research his father suggested. He intended the Metal Gear to be used for peaceful purposes as a mobile defense measure against strategic missiles.

[133] Emmerich Clan (The Emmerichs and Nuclear Weapons)

Metal Gear developer Hal Emmerich's grandfather was a member of the Manhattan Project team, which developed the atomic bomb. Furthermore, his father's birthday was August 6--the day the atomic bomb was dropped on Hiroshima. The Emmerich family has deep ties with nuclear weapon development.

[134] Manhattan (Manhattan Project)

In 1942, in the midst of World War II, President Roosevelt felt that the key to victory was to develop an atomic bomb before Nazi Germany could. He ordered a team of scientists, led by Dr. Oppenheimer, to develop the atomic bomb.

[135] Hal Emmerich (Hal Emmerich)

An ArmsTech developer, Caucasian, wears glasses, friendly. A brilliant weapons designer. He is taken hostage by terrorists. A fan of Japanimation, he regularly attends the Otaku Convention, a Japanese animation event held in America, which is where he got his nickname, Otacon. Where Solid Snake uses bullets and brawn to fight, Otacon uses wisdom and knowledge.

[136] Otacon (Otacon)

This is a convention held in America that attracts fans of Japanese animation. Hal Emmerich is a regular attendee. In other words, he is an Otaku, or "geek."

[137] Japanimation (Japanimation)

Hal Emmerich is a Japanese animation fanatic. He especially likes animation series in which robots appear, such as "Policenauts." This appears to have a big influence on his ideas for the Metal Gear Rex design.

[138] Otaku (Otaku)

An "otaku" is a person who loves and spends most of their time and income on animation, manga, games, idols and similar fields of interest. The name is mostly used to describe fanatics of Japanese animation and science fiction in the 1980's.

[139] Walking Machine (World's First Bipedal Walking Robot)

The world's first bipedal walking robot was the WABOT-1, developed by Japan's Waseda University Department of Engineering in 1973. This was what first interested Otacon in Japan, and inspired his love for Japanimation (Japanese animation).

[140] Love Her (Love For Sniper Wolf)

When Otacon lays eyes on Sniper Wolf, who has a soft spot for Wolf-dogs, he falls in love with her kind side, despite Otacon and Sniper Wolf being enemies. In a conflict where love is not permitted, theirs was a forbidden relationship. Although painfully aware of each other, they bid farewell knowing death will part them.

[141] Optical Disc (Optical Disc)

Metal Gear Rex's combat exercise data is stored on a hard disk. However, the hard disk is hit by a bullet and damaged. The only remaining data is stored on an optical disc. ArmsTech president Kenneth Baker entrusts Solid Snake with the disc.

[142] Destruction (Destruction of Metal Gear Rex)

Solid Snake fires a stinger into the cockpit, shutting down the Metal Gear Rex. In this miraculous moment, a single person stops a seemingly-invincible bipedal tank.

[143] Self-Sacrifice (Gray Fox's Self-Sacrifice)

Solid Snake and Gray Fox battle Metal Gear Rex. Using himself as bait, Gray Fox destroys Metal Gear Rex's weak component, the Radome. Without the Radome, Metal Gear Rex's cockpit must be opened in order to see enemies visually.

[144] Rescued (Rescuing Meryl)

After Metal Gear Rex is destroyed, Meryl is set free. The story has an alternate ending in which Meryl dies if Snake cracks under Ocelot's torture.

[145] Handkerchief (Wolf's Handkerchief)

Sniper Wolf uses a handkerchief to treat an injured wolf-dog. Otacon obtains this handkerchief, and upon seeing Wolf's feminine side, falls in love with her.

[146] Solitude (Sniper Wolf's Loneliness)

Sniper Wolf, a solitary soldier born among a tribe of people but belonging to no particular country, can endure individual long-term battles as a solo sniper. Otacon, who notices her loneliness, is gradually attracted to Wolf.

[147] Kurd (Kurd)

A group of people who inhabit a region encompassing parts of Turkey, Iran and Iraq. They are a group of people that has been used in the past by other countries for their own purposes.

[148] Rhodesia (Rhodesia)

The Republic of Rhodesia is located deep within the continent of Africa. Its

independence movement began in 1960, and in 1965 it became an independent nation. However, due to a predominantly Caucasian government, a Rhodesia liberation party took to guerrilla warfare with the objective of making it a native-African governed nation.

[149] Torture (Ocelot's Torture)

Revolver Ocelot derives sheer pleasure from torturing people. He gleans truth from his subjects by torturing them to the brink of unconsciousness and death. He is a sadist to the core.

[150] Imprisoned (Imprisoned)

Unable to go along with the revolt, Meryl is thrown into a cell, the DARPA chief occupying the cell next to hers. Meryl is the first to notice Solid Snake's infiltration.

[151] Triple Spy (Triple Agent)

Revolver Ocelot is actually a spy for the President, not a terrorist. His job is to report on the fighting between Solid Snake and Liquid Snake to the third Snake, Solidus.

[152] Ambition (Ocelot's Ambition)

Revolver Ocelot plots to rebuild Russia. Siding with Colonel Sergei Gurlukovich, he obtains Hind-D copters and Russian heavy firearms. In return, he promises to deliver Metal Gear Rex and new nuclear arms to Russia in an attempt to return the Russian military to its former strength.

[153] Geneva (Geneva Convention)

An international treaty on the protection of those injured, sick and captured, as well as civilians, during war. The first treaty was established in 1864, and at present most countries have joined the treaty. It states that prisoners must be treated morally, forbidding death sentences, torture, threats and the like.

[154] Reload (Joy of Reloading)

The biggest shortcoming of the Single Action Army is the amount of time it takes to reload. It must be reloaded after six rounds, but Revolver Ocelot enjoys the thrill of reloading.

[155] Gurlukovich (Sergei Gurlukovich)

A colonel in the Russian Army, in charge of a powerful private army. Grieved over Russia's loss in military superiority, he teams up with Revolver Ocelot to plot the rebuilding of Russia. To that end, he supports the terrorists, the Sons of Big Boss.

[156] GRU (GRU)

The Russian Federation Army Chief Administration for Intelligence. Reporting only to the Chief of Staff and the Minister of Defense. It has no obligation to report directly to the president. Existed since the Soviet Union era.

[157] Spetsnaz (Spetsnaz)

A special forces unit under direct jurisdiction of Russia's Intelligence

agency, the Russian Federation Army Chief Administration for Intelligence (GRU). Established in the 1970's, when terrorist threats ran rampant throughout Europe. Using their own special weapons, they were once considered the world's most elite fighting force.

[158] Shalashaska (Shalashaska)

In his younger days, Revolver Ocelot participated in the Soviet Union's invasion of Afghanistan. Back then, he was feared by Afghanistan guerillas, who called him "Shalashaska."

[159] M.W. Operation (Art of Mind Reading)

American government leaders and top executives are counseled in the art of mind protection to resist mind-reading attempts by psychic soldiers. Not even Psycho Mantis is able to succeed in his brainwashing attempt.

[160] D. Code B (Detonation Code B)

Two detonation codes must both be known in order to gain nuclear launch capability. DARPA chief Donald Anderson knows one of the detonation codes. However, he dies while being tortured.

[161] D. Code A (Detonation Code A)

Two detonation codes must both be known in order to gain nuclear launch capability. ArmsTech president Kenneth Baker knows one of the detonation codes. He breaks under torture and blurts out the code.

[162] Success (Success in Obtaining the Detonation Code)

FOXHOUND member Psycho Mantis tries to use his mind-reading abilities to learn ArmsTech president Kenneth Baker's detonation code. However, Baker resists the attack on his mind, guarding the code. Switching tactics, Revolver Ocelot proceeds to torture Baker. Baker cracks, thus leaking the detonation code to the terrorists.

[163] Failure (Detonation Code Acquisition Failure)

It was believed that the terrorists obtained the DARPA chief's detonation code. However, the DARPA chief actually died from Revolver Ocelot's torture. Liquid Snake and his men never found out the detonation code.

[164] Miscalculation (Liquid's Miscalculation)

Liquid Snake captures the president of ArmsTech and the DARPA chief, each of whom knows one of the two detonation codes, in an attempt to gain nuclear launch capability. However, the DARPA chief dies during torturing. Liquid then changes plans and tries to use Solid Snake to get the detonation override keys.

[165] Disguise (Decoy Octopus's Disguise)

Disguising himself as the DARPA chief, who was tortured to death by Revolver Ocelot, Decoy Octopus plots to come into contact with Solid Snake. He is supposedly completely disguised, but...

[166] Corpse (Corpse in Cell)

While being tortured by Revolver Ocelot, Solid Snake sees the dead body of the

real DARPA chief in a cell. That means the DARPA chief he met was an imposter. If so, then why did the imposter die? The mystery deepens...

[166] Trap (PAL Key Trap)

The Sons of Big Boss fail to obtain both detonation codes for the nuclear weapon. Liquid Snake then devises a plan to allow Solid Snake, who is infiltrating the island, to obtain the detonation override key.

[167] Interrogation (Interrogating Snake)

Disguised as the DARPA chief, Decoy Octopus asks Snake if there is any other way to stop the nuclear weapon besides the detonation codes and the detonation override key. However, Snake knows no other way. As Decoy Octopus presses for more information, he suffers a sudden, mysterious heart attack and falls dead.

[168] Powerless (Overcoming Deterrence)

Both America and the Soviet Union were deterred from initiating a nuclear war due to the concept of MAD (Mutually Assured Destruction), which holds that if one side launches a nuclear attack, the other side will launch a retaliatory nuclear attack, and both sides would be destroyed. A race to develop new nuclear weapons that would guarantee the initiating side's victory was secretly brewing during the Cold War.

[169] START (START)

The Strategic Arms Reduction Treaty. This treaty was made between America and the Soviet Union to reduce a certain amount of intercontinental ballistic missiles (ICBMs), submarine-launched ballistic missiles (SLBMs), and heavy bombers. This treaty has been concluded two times to date. Negotiations began for the third START, but unfortunately did not reach a conclusion. The Shadow Moses Island incident occurs the night before the third START treaty was scheduled to conclude.

[170] NPT (NPT)

The five countries possessing nuclear weapons (America, the Soviet Union, France, the United Kingdom, and China) formed a pact to prevent nuclear armament, called the "Nuclear Non-Proliferation Treaty" (NPT). This treaty took effect in 1970. However, with no sanction measures against treaty violations, it failed to prevent the spread of nuclear proliferation.

[171] SDI Program (SDI Program)

In 1983, American President Reagan proposed the Strategic Defense Initiative (SDI). This system was designed to shoot down enemy ballistic missiles from space. It involved positioning rail guns and particle beam weapons in space, creating a space line of defense. However, the program was terminated without implementation due to the collapse of the Cold War.

[172] Standstill (Cold War Structure)

After World War II ended, America and the Soviet Union opposed each other in a struggle to expand their influences. This battle-free face off was labeled "the Cold War." Armed with enough nuclear weapons to destroy the world, both sides stared each other down to see who would blink first.

[173] Cold War (Collapse of the Cold War)

Following World War II, the western countries, most prominent of which was America, entered into a "Cold War" state with the eastern countries, headed by the Soviet Union. In 1991, the Soviet Union collapsed due to internal instability, marking the end of the Cold War.

[174] Outflow (Nuclear Outflow)

Ever since the collapse of the Soviet Union, management of nuclear facilities has taken a turn for the worse. Over 100 portable nuclear bombs were reported missing in the 1990s. It is also said that there is an outflow of nuclear scientists from the East, due to post Cold War military downscaling.

[175] MUF (MUF)

Material Unaccounted For. Refers to nuclear materials found missing upon checking inventories. It is said that nuclear weapons are being smuggled to the black market.

[176] B. Missile (Ballistic Missile)

An anti-surface missile capable of ultra-long-distance flight through inertia. The world's first ballistic missile was the V2 Rocket, developed by Germany during World War II. Some present-day intercontinental ballistic missile and submarine-launched ballistic missiles have a range of 7,500 miles.

[177] Warheads (Nuclear Warhead Storage Facility)

A nuclear weapons disposal facility was built on Shadow Moses Island at the beginning of the 21st century. However, the nuclear materials storage facility exceeded its capacity, so active nuclear warheads marked for disposal were also kept, still intact. FOXHOUND, led by Liquid Snake, targets those nuclear weapons.

[178] The Truth (The Truth Behind Master Miller)

Liquid Snake disguises himself as Solid Snake's mentor, Master Miller, in order to manipulate Snake into giving him the detonation override key.

[179] Murder (Master Miller Murdered)

Before disguising himself as Master Miller, Liquid Snake attacks Miller's house in Alaska, killing him. Liquid is then able to successfully masquerade as Master Miller, since Miller would have been providing support to Solid Snake via radio from home.

[180] Nukes (Ability to Launch Nuclear Weapons)

The Sons of Big Boss don't have the capability to launch a nuclear weapon. The weapon's detonation codes are strictly guarded, and the ArmsTech president has hidden the override key. However, Liquid Snake tries to gain nuclear launch capability by leading Solid Snake into a trap.

[181] Snake's Past (Solid Snake's Background)

Solid Snake isn't called a hero for nothing. Soldiers around the world talk of his legendary deeds. He single-handedly subdued both the Outer Heaven military force and the Zanzibar Land coup. Afterwards, he left FOXHOUND to live out a quiet life in seclusion.

[182] Past (Confrontation with Past)

Solid Snake confronts his own past on Shadow Moses Island. Shadows of his former superior Gray Fox and his old enemy Big Boss await him.

[183] Ninja (Cyborg Ninja)

Part machine, part man, this phantom ninja is equipped with a katana, stealth camouflage, and a reinforced skeleton. His consciousness is unstable, and lacks self-awareness. He seems to feel a special connection with Solid Snake. His true identity remains a mystery...

[184] Intruder (Stealth Intruder)

The genome soldiers say a mysterious intruder was spotted inside the Shadow Moses Island base. It would seem this trickster is neither Solid Snake nor a FOXHOUND member. Puzzling indeed...

[185] Stealth (Stealth Camouflage)

This camouflage technology employs optical refraction processes to blend the user in as one with surrounding environments. It was developed by Dr. Hal Emmerich, of ArmsTech. Aside from Dr. Emmerich himself, the Cyborg Ninja and some genome soldiers wear this camouflage.

[186] Ninja Arms (Cyborg Ninja's Arsenal)

Covered from head to toe in an exoskeleton and hidden with Stealth Camouflage, the Cyborg Ninja cuts enemies in two with a single slash of his bullet-deflecting katana. He is equipped with the strongest arsenal possible for close combat.

[187] Exoskeleton (Exoskeleton)

This cybernetic, flesh-replacement technology improves combat efficiency. Employing electric actuators, artificial flesh, and pressurized air from air compressors, it can boost human strength several times over. This is one of the Cyborg Ninja's enhancements.

[188] Katana (Katana)

A blade created using ancient Japanese methods. The weapon used by the Cyborg Ninja. Capable of deflecting bullets and cutting through almost anything, the katana has been revered from ancient times as more than just a weapon--as a symbol of a warrior's soul.

[189] One Hand (Revolver Ocelot's Hand)

Revolver Ocelot's hand is cut off by the Cyborg Ninja's katana. Following the Shadow Moses incident, Ocelot transplants Liquid Snake's right hand, but this action alters his fate.

[190] Relation (Neither Enemy Nor Friend)

"Neither enemy nor friend"--The Cyborg Ninja draws his katana and utters these words in a confrontation with Solid Snake. Their relationship transcends that of allies and enemies--a clash of two people, two souls. They were destined to face each other.

[191] Deepthroat (Deepthroat)

This mysterious man helps Solid Snake during the Shadow Moses Island infiltration mission. He uses the same name as the Waterage informant. He intervenes in Snake's burst transmissions, providing hints.

[192] Watergate (Watergate Scandal)

During the presidential election of 1972, a group of people were caught attempting to install eavesdropping devices in the Watergate Building in Washington DC. The group had ties to then-President Nixon. President Nixon tried to cover up the incident, but it developed into one of America's biggest scandals.

[193] Warning (Deepthroat's Warning)

Deepthroat cuts in on Solid Snake's Codec and warns him about the traps on Shadow Moses Island. He informs Snake of the stealth-camouflaged minefield.

[194] Minefield (Minefield)

Claymore landmines masked with stealth camouflage have been scattered about a snowfield. It is important to either use a mine detector while walking to avoid the mine, or traverse the field very carefully, at a crawl.

[195] Claymore Landmine (Claymore Landmine)

Unlike past landmines that were buried underground, these anti-trespassing mines are placed directly on the surface. Upon explosion, 700 1.2 mm steel balls blast the vicinity. Often covered with stealth camouflage.

[196] Mine Detector (Mine Detector)

A device that uses a soliton radar to detect landmines in the vicinity. It's capable of detecting mines hidden with stealth camouflage as well. Even today, over 20,000 people a year worldwide are victimized by anti-trespassing mines. It takes far more time and effort to remove mines than to place them.

[197] New FOXHOUND (New FOXHOUND)

For all intents and purposes, the hi-tech special ops unit FOXHOUND ceased to function following Big Boss's death...until Roy Campbell stepped in as the new commander. Later, the organization fell into the hands of Liquid Snake, who recruited soldiers with extraordinary abilities from around the globe, gaining the world's attention.

[198] MSX2 (Metal Gear Series)

Two titles in the Metal Gear series depicting Solid Snake's battles, have been released to date. Those stories are key to this title.

[199] Old FOXHOUND (Original FOXHOUND)

Serving in numerous missions during the Cold War, Big Boss was a living legend. In 1971, a hi-tech special ops unit was put together for him to command. Specializing in solo infiltration operations, the unit was named "FOXHOUND." Solid Snake joined the unit in the mid-'90s.

[200] Outer Heaven (Outer Heaven)

Originating in South Africa, it turns out that Outer Heaven is actually a

private military corporation that exports mercenaries to battlegrounds. Hardcore mercenaries who live to fight flock to the organization. Possessing a nuclear-mounted bipedal walking tank called Metal Gear, Outer Heaven poses a terrorist threat to the entire world.

[201] Zanzibar Land (Zanzibar Land)

An armed military group orchestrated a coup d'etat in a small central Asian country. The result is the emergence of a militant state called Zanzibar Land. The leader of this state is Big Boss, thought to have died in Outer Heaven. The state raids repositories of nuclear weapons stored for disposal around the world.

[202] Metal Gear 2 (Metal Gear 2 - Solid Snake)

Zanzibar Land makes its presence known in central Asia. Using terrorists, they kidnap a Czech scientist. FOXHOUND calls Solid Snake out of retirement for another solo infiltration operation. (1990 "Metal Gear 2 - Solid Snake")

[203] Metal Gear D (Metal Gear D)

This nuclear-mounted bipedal walking tank is a scaled-up version of the TX-55 Metal Gear--larger in size and fortified with Chobham armor--developed, again, by Dr. Madnar.

[204] Metal Gear (Metal Gear)

Deep in South Africa lies the military stronghold of Outer Heaven. The new FOXHOUND agent Solid Snake is sent in on a mission to destroy this mercenary export organization.

[205] TX-55MG (TX-55 Metal Gear)

The TX-55 Metal Gear is a nuclear-mounted bipedal walking tank capable of launching nuclear missiles from anywhere in the world. This nightmarish weapon was developed by Dr. Petrovich Madnar. Solid Snake battles this weapon, and succeeds in destroying it by attacking its weakness--its legs.

[206] Rescue (Rescue (Outer Heaven))

FOXHOUND ace Gray Fox failed in infiltrating Outer Heaven and was taken captive. Solid Snake, who was new to FOXHOUND, rescued him. That was when he first learned of the existence of Metal Gear.

[207] Duel (Single Combat (Zanzibar Land))

Deep in the heart of Zanzibar Land, Solid Snake faces off against his former superior, Gray Fox, who had been swayed by Big Boss's ambitions. With their lives on the line, the two battle each other in unarmed combat in a minefield.

[208] Gray Fox (Gray Fox)

A veteran FOXHOUND soldier carrying the name "FOX" in his codename. Captured while infiltrating Outer Heaven, he was freed by Solid Snake. He was persuaded by Big Boss to join the fight against Snake in Zanzibar Land. It was there that he supposedly died...

[209] Fox Codename (Codename FOX)

FOXHOUND members carry codenames. Their codenames have meanings, and one of

the highest names is "FOX." Gray Fox was one of the few who carried that name.

[210] Frank Jaeger (Frank Jaeger)

Gray Fox's real name. Naomi Hunter's adopted brother. He met the orphan Naomi while fighting in the African battlefront as a youth, prior to joining FOXHOUND. He met Big Boss in Outer Heaven and was invited to America, but disappeared in Zanzibar Land.

[211] Shady Business (FOXHOUND's Secret)

The Cyborg Ninja was a guinea pig in a genetic surgery experiment for the genome soldiers. Implanted with the Soldier Genes, the Cyborg Ninja's mental balance collapses and he loses his memory. He then flees the research lab.

[212] Experiments (Gene Experiments)

These experimental operations were performed by Dr. Clark on Gray Fox's body. Gray Fox had already died in Zanzibar Land, but Dr. Clark and the Army forcefully revived him. He was drugged and operated upon, also explaining the Cyborg Ninja's lack of self-awareness.

[213] Going Mad (The Cyborg Ninja's Obsession)

Although the Cyborg Ninja lost all sense of self, he did retain one thing--his lust for battle. He still can't forget how fulfilled he felt when battling Solid Snake in unarmed combat. He is driven by the urge to fight Snake once again.

[214] Meaningless (Meaningless Life)

Refers to the life of the Cyborg Ninja, who once died in Zanzibar Land but was forcefully revived for research. A warrior to the core, he only felt truly alive when in combat. During the final battle with Metal Gear Rex, his life burned out for good.

[215] Dr. Clark (Dr. Clark)

A doctor commissioned by the U.S. Army to secretly research and develop genome soldiers. He uses former FOXHOUND operative Gray Fox's remains for his experiments, which involve implanting soldier genes into human bodies. He dies two years prior to the Shadow Moses Island incident.

[216] Her Parents (Naomi's Parents)

As Frank Jaeger is dying, he confesses to Snake that he was actually the one who murdered Naomi's parents in battle as a youth. Frank looked after the orphan Naomi to atone for what he had done.

[217] Her Brother (Naomi & Brother)

Naomi was an orphan of the African battlefront. On the verge of starving to death, she was discovered by the young soldier Frank Jaeger, who adopted her as a little sister. After meeting Big Boss, she moves to America, but her brother Frank dies in Zanzibar Land.

[218] True I.D. (Naomi Hunter's True Identity)

Naomi Hunter's age and ethnicity are unknown. Frank Jaeger and Big Boss bought her citizenship when she was an orphan child and raised her to adulthood. To

Naomi, Frank Jaeger was proof of her very existence.

[219] Injection (Naomi's Injections)

Naomi Hunter performs several injections on Solid Snake before he leaves on his mission. She administers things such as nanomachines and antifreeze peptides, to protect his body from the cold. This is also the moment that FOXDIE is injected into him, which causes so much trouble later.

[220] FOXDIE (FOXDIE)

The ultimate assassination weapon developed by the Department of Defense. The virus, programmed with the genes of the targets to be killed, is administered into the body of a vector (pollinator). When the vector approaches the target, the virus activates. It induces a cardiac arrest, killing the target.

[221] Vector (Vector (Pollinator))

A vector is an organism that transmits a pathogen. Solid Snake is the vector that carries the murderous FOXDIE virus. He brings death to Shadow Moses Island.

[222] Treachery (Suspected of Treachery)

Solid Snake is a carrier of a murderous virus. A virus that is also targeting him. Realizing that someone on his support team betrayed him, Snake is filled with suspicion. Who did it? Why him? To what end...?

[223] Targets (FOXDIE Targets)

A target's genes can be programmed into the murderous FOXDIE virus. Once in the vicinity of the vector, the target is infected by the virus through airborne transmission, and displays symptoms identical to heart failure.

[224] T: Solid Snake (Target: Solid Snake)

Solid Snake is also recorded as a FOXDIE target. Naomi Hunter did this to exact revenge on him. She focused her hatred of Snake, for killing her foster brother Gray Fox, into the FOXDIE virus.

[225] T: FOXHOUND (Target: FOXHOUND)

The terrorist group "The Sons of Big Boss" are, of course, also FOXDIE targets. Since they were once part of the U.S. Army, their genetic maps are contained on file.

[226] T: Hostage (Target: Hostages)

The first FOXDIE targets are the two hostages promoting the Metal Gear and new nuclear arms plan. By killing them with the FOXDIE virus, the Department of Defense could make it look like they were merely victims of a terrorist attack, staging a cover-up.

[227] Death DARPA (DARPA Chief's Death)

Actually, it is the FOXHOUND master of disguise Decoy Octopus who is infected by FOXDIE and dies. The real chief is already dead, having been tortured to death by Revolver Ocelot in order to get him to leak the nuclear detonation code.

[228] Death Arms (ArmsTech President's Death)

The president of ArmsTech is also a FOXDIE target. Upon telling Solid Snake the location of the detonation override key, he suddenly shows signs of suffering. He knew of the existence of FOXDIE. He dies knowing it was the Department of Defense who betrayed and killed him.

[229] Death Decoy (Decoy Octopus's Death)

Decoy Octopus is disguised as the DARPA chief, but is infected with FOXDIE and dies in disguise. All the FOXHOUND members are targets.

[230] Death Liquid (Liquid's Death)

Liquid Snake is also a FOXDIE target. However, there are many bugs in the FOXDIE programs, and some targets do not die immediately after being infected by airborne transmission. It's unclear whether or not Liquid's death is really caused by FOXDIE.

[231] FOXDIE Truth (Truth Behind FOXDIE)

Before beginning the mission, medical staff chief Naomi Hunter injects nanomachines into Solid Snake's body. This is when the murderous virus FOXDIE is injected into him. Snake is sent to Shadow Moses Island as a walking assassination weapon.

[232] Apoptosis (Apoptosis)

When a cell's genes are damaged, the dysfunctional cell automatically breaks down and is destroyed. Such a cell appears to commit suicide. This behavior is referred to as "apoptosis."

[233] Heart Attack (Cardiac Arrest)

A spasm that occurs when the coronary artery, which pumps blood to the muscles, is clogged. No longer able to deliver oxygen, the heart is damaged, necrosis occurs, and it becomes unable to contract. The DARPA chief's death shows symptoms identical to those of cardiac arrest. However, he is actually a victim of the FOXDIE virus.

[234] Retrovirus (Retrovirus)

Normal viruses contain DNA, but a retrovirus contains RNA as genetic data, as well as a reverse transcriptase. Upon invading a cell, it transmits its own genetic RNA data into the target cell's DNA, causing it to produce more of the intruding virus.

[235] Dormancy (FOXDIE's Dormancy)

The FOXDIE virus, programmed by Naomi Hunter, does not kill Solid Snake, but rather enters a dormant state. Snake manages to escape from his predicted death and begins to live his second life.

[236] Mission End (Mission Ended)

Even after Liquid Snake's defeat, the murderous FOXDIE virus still remains inside Solid Snake's body. Being the final target, Snake's fate hangs on the line...However, FOXDIE does not activate. Snake lives on.

[237] Ending (Ending)

Solid Snake learns that people are not slaves of a fate ordained by their genes, but that they truly do carve their own destinies. Surrounded by the sky, the ocean and the caribou, he sets out with Meryl for the beautiful land of Alaska. "Time to start enjoying life!"

[238] Alaska (Alaska)

The northernmost state in America. The name "Alaska" is derived from the Aleutian word "Alakshak" which means "peninsula." Solid Snake was living a secluded life in Twin Lakes, located between Alaskan and Alucian mountain ranges.

[239] Real Name (Solid Snake's Real Name)

Beginning a new life with Meryl, Solid Snake reveals his real name. "Solid Snake" was just a codename used in battle. Real life is to be lived with one's true name.

[240] Op. FOXDIE (Operation FOXDIE)

Secretary of Defense Jim Houseman proposes "Operation FOXDIE," a plan in which the murderous FOXDIE virus is to be injected into Snake's body to wipe out all the terrorists. Naomi Hunter, who holds a grudge against Snake for killing her brother, is also involved in the project.

[241] Jim Houseman (Jim Houseman)

The Secretary of Defense. He is in overall command of the anti-terrorist sneaking mission, issuing orders from the AWACS (Airborne Warning and Control System) plane flying above Shadow Moses Island. He unofficially authorized the Metal Gear project, and proposed Operation FOXDIE to cover up all evidence of his involvement.

[242] Pentagon (Pentagon)

The general headquarters of the United States Department of Defense, intergrating both national defense and military affairs. This building, located in Washington, DC, has five sides, which is the reason it is called the "Pentagon." Housing the Army, Navy, Air Force and Marine Corps, it is one of the largest governmental buildings in America.

[243] Air Strikes (Air Raid)

Upon verifying the destruction of Metal Gear Rex at the hands of Solid Snake, Secretary of Defense Jim Houseman dispatches B-2 stealth bombers from Kalena Base in a cover-up effort. His plan is to use B61-13 surface-piercing tactical nuclear bombs to destroy all evidence of the mission. Of course, all history of Solid Snake and the existence of the terrorists would disappear in the process as well.

[244] Air Strike (Air Strike Squadron)

The air raid squad deployed by Jim Houseman is comprised of state-of-the-art stealth bombers. Rendering Shadow Moses Island's interceptors ineffective, he attempts to use nuclear bombs to execute a perfect cover-up operation.

[245] B2 Bomber (B-2 Bomber)

The B-2A Spirit is a tactical heavy stealth bomber capable of delivering both

conventional and nuclear munitions. Twenty-one of these giant flying wings are currently in operation, each one named after an American state.

[246] F117 (F-117)

The F-117 Stealth Fighter is the first stealth fighter to be put to practical use. Appearing to have been pieced together by flat panels, each panel is angled so that radar waves do not bounce back to their source. Instead of counter-air weapons, it uses laser-guided bombs to strike targets.

[247] Dismissal (Campbell's Discharge)

Upon learning that an air raid is to be carried out on Shadow Moses Island, Commander Roy Campbell uses his authority to issue a strike abort order, causing confusion in the chain of command. He did this to buy Solid Snake enough time to escape, but Jim Houseman ordered his discharge on the grounds of leaking classified information and treason.

[248] White House (White House)

The official residence of the President of the United States and his family. It also serves as a symbol of the American government itself. In the end, it was the American government that sparked the Shadow Moses Island incident, which developed into a major off-the-record affair.

[249] George Sears (President George Sears)

The President of the United State at the time of the Shadow Moses Incident. He is actually the person who promoted the Metal Gear project, and, because of this, is forced to resign the presidency by the Patriots, who rule America from behind the scenes. His successor is James Johnson.

[250] Air Raid (Aborted Air Raid)

Due to Jim Houseman's dismissal and Roy Campbell's return to duty, the air raid ordered by the Department of Defense on Shadow Moses Island is narrowly averted. Their lives spared, Solid Snake, Otacon, and Meryl were encompassed by the beautiful nature of Shadow Moses Island.

[251] Jim's Dismissal (Jim Houseman's Discharge)

President George Sears used his executive power to discharge Secretary of Defense Jim Houseman. The various projects Houseman backed, including the development of Metal Gear, the development of a new generation of nuclear warheads, and the Shadow Moses incident, had become problematic.

[252] He's Back (Campbell's Reappointment)

Commander Roy Campbell is immediately returned to duty thanks to a hotline with the President. However, both the DIA (Defense Intelligence Agency) and the NSA (National Security Agency) place a mark on Solid Snake and his companions in order to learn what really went down. Roy Campbell puts his position on the line and instructs Snake to flee.

[253] Solidus Snake (Solidus Snake)

President George Sears's true identity is Solidus Snake. He is the third clone created from Big Boss's genes. He shares the same destiny as Solid Snake. He rebels against the "Patriots" who rule America from the shadows.

[254] Opposition (Opposing the Patriots)

The Patriots is an organization that secretly manipulates America's economy, religion, and politics. Rumor has it that all the Patriots are now dead, and only the system is self-propagating. Solidus Snake--the third of his siblings--opposes the organization.

[255] Remains (The Remains of Big Boss)

The legendary mercenary's remains, containing soldier genes, demanded by The Sons of Big Boss. They believe that, with his body, they can cure the genome soldiers' sickness and change the destiny of Liquid Snake, who inherited cursed genes.

[256] Murder (Murdered by Solid Snake)

Solid Snake and Big Boss face each other twice--at the military stronghold Outer Heaven, and in Zanzibar Land in central Asia. Solid Snake defeats Big Boss during their second encounter, but Big Boss's death was only the beginning...

[257] Big Boss (Big Boss)

Former FOXHOUND commander. An American. He participated in the LRRP (Long Range Reconnaissance Patrol) in Vietnam, and later was active with SOG (Special Operations Group), the Green Berets, and the Wild Geese. He became the first FOXHOUND commander, then later established the military stronghold Outer Heaven. He disappeared after Solid Snake saw through his dual life.

[258] Founder (Original FOXHOUND Commander)

The U.S. Army appointed Big Boss, who had previously performed infiltration missions in FOX, to be the commander of the original FOXHOUND. Big Boss had already begun planting the seeds of Outer Heaven, thus assuming two personas--FOXHOUND commander and the founder of Outer Heaven.

[259] Soldier Genes (Soldier Genes)

These genes, discovered in Big Boss's body, possess the perfect balance for the ultimate soldier. There are over 60 types. It's thought that raising soldiers implanted with these genes will create the world's strongest army.

[260] Human Genome (Human Genome)

The entire genetic material of an organism is referred to as its genome. The Human Genome project set out to map all three billion base strings contained in the human genome, and succeeded in 2003.

[261] Clone (Clone)

The word "clone" is derived from the Greek word, "Klon" meaning twig. It refers to a biological term that means "a body or cell(s) that is genetically identical". There are two methods of producing mammal clones: using cells early in development after insemination, and using adult body cells. Embryonic cells and adult body cells both contain a single set of genes necessary to form an adult body.

[262] Les Enfants (Les Enfants Terribles Project)

In the 1970s, a project was begun to artificially produce the ultimate

soldiers. The legendary soldier Big Boss, who was still alive, was selected to be the model specimen. At the time he had been rendered inactive from a combat injury, so his body cells were used to create soldiers. The two soldiers that were created both carried the name "Snake": Solid and Liquid...

[263] 70's (Shame of the '70s)

The military research performed in the '70s under the "Les Enfants Terribles" project involved using clone technology to develop soldiers. However, this was a "black project" never recorded in history. As such, it was shut down to avoid embarrassment.

[264] Super Babies (Super Baby Method)

This method involves separating fertilized ovum created using cell nuclei, and placing eight clone babies in a uterus. Later, six of the fetuses are removed and disposed of, optimizing growth potential for the remaining two.

[265] Fate (Superior/Inferior)

Liquid Snake believed he was born from the inferior genes of Big Boss. He felt he carried a dark fate, and his life was cursed. As such, he revolted and turned terrorist.

[266] Comparison (Light And Darkness)

Solid Snake grew to be a legendary soldier because of his "superior" genes. Liquid Snake, on the other hand, continually lived a life of darkness due to his "inferior" genes. Liquid called this difference in living "light and darkness."

[267] Twins (Twin Brothers)

Solid Snake and Liquid Snake, who inherited the genes of the world's greatest soldier, Big Boss. The two are identical clones. Liquid Snake, who knew of this, calls Solid Snake, "twin brother."

[268] Brother (Hidden Brother)

After all the battles are over, Solid Snake, who is the third inheritor of Big Boss's genes, explains that Liquid is "superior" and Solid "inferior."

[269] Legendary (Legendary Mercenary)

Big Boss succeeded in over 70 infiltration operations, including infiltration of the Soviet Union. He was appointed Commander of Operations of the hi-tech unconventional warfare special ops unit, "FOXHOUND." After leaving the U.S. Army, he fought in battles around the world as a mercenary. In time, he became a near mythical being.

[270] Op Snake Eater (Operation Snake Eater)

America launched this infiltration operation to obtain the "Philosopher's Legacy." Big Boss, his mentor The Boss, and Ocelot were all involved in the operation. All three carried out the mission while hiding the fact that they were sent in by America.

[271] FOX (FOX)

Under secret orders by America, Big Boss snuck into the Soviet Union during

the Cold War. This operation was backed by a special ops unit specializing in solo infiltration called "FOX." Big Boss later formed FOXHOUND based on this organization.

[272] Inheritance (Philosopher's Legacy)

This refers to the vast amount of assets the Philosophers accumulated. There is enough wealth to start a world war several times over. Using this, Colonel Volgin of the Soviet Union developed the Shagohod--Metal Gear's prototype--and used the Cuban Missile Crisis to intimidate America.

[273] Philosophers (The Philosophers)

This shadow organization was formed by key figures in America, the Soviet Union, and China after World War II. They possessed a vast fortune, but due to this the members were assassinated one by one until only the fortune remained. This was the parent organization of the Patriots.

[274] Their Reunion (The Philosophers' Reunion)

The Philosophers were in disarray, their members dispersed or killed. World War II hero The Boss used her abilities to try to regroup the Philosophers, in an attempt to unite the world as one. However, Big Boss put an end to her noble ambitions.

[275] Patriots (The Patriots)

Began as a secret council of powerful men who gathered to rule America. All its members are long dead, but the beliefs that compelled them live on, much like beliefs that gave birth to the country itself.

[276] Project S3 (S3 Project)

This refers to the Patriot's plan to use the optic neural AI "GW" which acts as the brain stem of the Arsenal Gear, on the entire world. Their ultimate goal remains a mystery...

[277] Selection (Selection for Societal Sanity)

The S3 Project is actually a super-scale data processing system for regulating information globally. The system's purpose is to manage all digital information by using the optic neural AI "GW," manipulating it to serve the purpose of the Patriots.

[278] S3 (Solid Snake Simulation)

One of the truths behind the S3 Project is that it also provides the ultimate VR Training program. It is a program designed to artificially create the world's greatest soldier, Solid Snake. By recreating the Shadow Moses incident, The Patriots attempt to train Raiden to become the ultimate soldier. The memory-building simulation succeeded in generalizing this simulation system. It is the system that you are currently playing.

[279] Shadow Moses (Shadow Moses Incident)

Hostages killed, the appearance of the Ninja, the reappearance of FOXDIE... Everything Raiden experiences at Big Shell is a repeat of what occurred during the Shadow Moses Island Incident. This is a simulation staged by the Patriots for Raiden.

[280] Raiden (Raiden)

A new FOXHOND warrior born in VR Training, which reconstructs memory. His first mission is an infiltration operation into Big Shell. He learns how to survive on the battlefield from his encounter with Solid Snake. The main character of Metal Gear Solid 2: Sons of Liberty.

[281] VR Training (VR Training)

This refers to the training program that digitally trains soldiers. The genome soldiers of Shadow Moses Island and Raiden of the new FOXHOND all went to battle after completing VR Training.

[282] GW (GW)

Arsenal Gear's true form, the GW is an optic neural AI computer capable of appropriating all power, including nuclear weapons, from America's four military branches. Its full potential has not been tested yet, as it has not been connected to the world at large.

[283] Arsenal Gear (Arsenal Gear)

A weapon of terror. "Arsenal" means a storage facility for weapons. The entire Big Shell plant is a Metal Gear, and is equipped with thousands of missiles including nuclear warheads, guarded by a fleet of mass-produced Metal Gear Ray units--truly an arsenal. Its core is controlled by an optic neural AI called "GW."

[284] Metal Gear Ray (Metal Gear Ray)

The Marines developed a Metal Gear of their own to combat other Metal Gears. However, it is stolen by Revolver Ocelot. The Patriots redesign it as the mass-production model Metal Gear Ray. Vast amounts of these are deployed to defend Arsenal Gear.

[285] Dead Cell (Dead Cell)

An anti-terrorist task force that reports directly to the President. Their primary purpose is to launch surprise attacks on friendly complexes for the ultimate terrorist simulation.

[286] S.O.L. (Sons of Liberty)

The name the terrorists occupying the offshore processing plant Big Shell call themselves. This name stems from the group of Englishmen who defied their country and established the United States of America in the 18th Century. Their true identity is the anti-terrorist task force Dead Cell, and their leader is said to be Solid Snake.

[287] Hostage (Hostage)

Occupying an offshore plant, Dead Cell holds current American President James Johnson hostage. Raiden, a member of the new FOXHOUND, embarks on a solo infiltration mission to free him.

[288] Big Shell (Big Shell Occupation)

Built to process pollution from a sunken tanker in the Hudson Bay, Big Shell is the largest offshore processing plant in the world. A group of armed militants calling themselves "the Sons of Liberty" take over the plant. They

hold the President hostage, there on a plant inspection, and demand that the United States of America pays them 30 billion dollars in ransom.

[289] James Johnson (Current President James Johnson)

James Johnson is the 44th President of the United States of America. He is captured by Dead Cell while inspecting the offshore processing plant, Big Shell.

[290] Carrying Goods (Only Personal Item)

The only item Solid Snake carries with him, against orders, on his sneaking mission is his pack of cigarettes. Hiding them inside his stomach, he secretly sneaks them into Shadow Moses Island.

[291] Procure (Equipment Procured in Field)

The general policy for sneaking missions is to procure all equipment in the field, leaving no traces behind. Solid Snake continues his infiltration while searching for weapons in the field.

[292] Cigarette (Cigarettes)

Solid Snake hid his favorite brand of cigarettes inside his stomach and privately smuggled them into Shadow Moses Island on his infiltration mission. Go easy on them; smoking may cause cancer.

[293] I. Sensor (Infrared Sensors)

There is a network of infrared sensors inside the Shadow Moses Island base. Solid Snake uses cigarette smoke to make the infrared rays visible so he can avoid them while proceeding.

[294] C4 (C4 Explosive)

A clay-like military plastic explosive. Explodes with 1.4 times more speed and damage than dynamite. Requires an ignition device to explode, making it highly safe. Will not explode even if exposed to fire.

[295] MP5Sd5 (MP5 SD5)

This submachine gun holds 15-30 9mm bullets. Its initial development beginning in the mid 1960's, it is still employed today in various nations around the world as the standard firearm for police, SWAT and anti-terrorist teams.

[296] Nikita (Nikita)

Commonly called the Nikita Missile. A compact reconnaissance missile, its flight can be controlled by remote control while watching live video from the miniature CCD camera mounted on its warhead.

[297] SOCOM Pistol (SOCOM Pistol)

The handgun used in the special forces. A 45-caliber with a laser aiming module attached beneath its frame for nighttime combat. A special suppressor (silencer) can be attached for soundless attacks.

[298] Stinger (Stinger)

A portable surface-to-air missile. Equipped with a heat-seeking device, the

missile automatically pursues its target. Supplied to Afghan guerillas by America, the weapon was feared by Soviet pilots.

[299] Chaff (Chaff Grenade)

A special hand grenade that shoots extremely fine metallic shards that can jam electronic devices. Can be detonated without the enemy noticing.

[300] N. Goggle (Night Vision Goggles)

Goggles that electronically amplify light. Since it converts light into electronic signals at an amplification rate of approximately 100,000, a starry night can probably be seen as clearly as day. However, nothing is visible in pitch blackness.

[301] Cardboard Box (Cardboard Box)

The symbol of Solid Snake's infiltration mission. Snake hid inside a cardboard box to trick enemies during the Outer Heaven revolt and the Zanzibar Land coup incidents. It can be used as a ploy to catch enemies by surprise, who never dream someone might be hiding inside!

[302] M9 (M-9)

A U.S. Army handgun. This is referred to as the "M-9" in the U.S. Army. Development first began in 1970, and it remains the standard automatic handgun used around the world.

[303] PAN Card (PAN Card)

A system that transmits data by applying a minute amount of electrical current to salt flowing through the human bloodstream, using it as a conductor. A real-life system developed by IBM, it is currently undergoing research for practical application. If you have this card, locks will automatically open.

[304] Camera (Camera)

Solid Snake discovers a camera while infiltrating Shadow Moses Island. In Metal Gear Solid for Playstation, it could be used to take pictures of any location.

[305] S. Photograph (Ghost Picture)

While taking pictures at various places in Metal Gear Solid for Playstation, one of the pictures had a ghost in it. One explanation is that the "ghost" is actually a manifestation of all the development team's hard work...

[306] Gas Mask (Gas Mask)

A twin lens gas mask. Comprised of two lenses, the outer side is made of reinforced plastic, while the inner side is made of acetate fabric. It is also designed to be fog-proof. The wearer can drink water without removing the mask and is equipped with a voice emitter.

[307] Poisonous Gas (Poison Gas)

In one area of the base, an organic phosphorous nerve agent is released in the air. Upon contact with the skin, the agent will permeate the body and take effect. It causes nausea, fever, convulsions, and difficulty breathing, followed by death within 15 seconds.

[308] Theme (Theme)

The common theme depicted in the 3 chapters of Metal Gear Solid series is "What will be left for the next generation?" The thing representing this common theme differs from game to game, to keep players engaged.

[309] Scene (Scene)

The "S" in MGS (Metal Gear Solid) also stands for "Scene." The scene in each era changes with politics and trends, fading away. A story that isn't recorded in history, one that can only be depicted in a certain era. This is the theme of Metal Gear Solid 3: Snake Eater.

[310] Gene (Gene)

The "G" in MGS (Metal Gear Solid) also stands for "Gene." Are we destined to the fate determined by our parents' genes? What kind of willpower is needed to overcome destiny? This is the theme of Metal Gear Solid.

[311] Meme (Meme)

The "M" in MGS (Metal Gear Solid) also stands for "Meme," a unit of cultural transmission or imitation--things that can't be left behind by genes or digital data, such as stories, histories, the environment and culture. A theme presented by memes is leaving things for the next generation. This is the theme of Metal Gear Solid 2: Sons of Liberty.

[312] A.I. (Optic Neural AI)

With only one of its kind in existence, the GW core system is an optic neural AI, possessing a complex parallel processing capacity of 980 trillion hamlets. It is capable of censoring any kind of digital data. It was developed by Hal Emmerich's sister, Emma Emmerich.

[313] Truth (In the Darkness of Shadow Moses: The Unofficial Truth)

A written documentary on the terrorist incident that occurred at Shadow Moses Island. It was authored by Military analyst Nastasha Romanenko, who supported Solid Snake on his mission.

[314] Memory Cube (Memory-Building Bodies)

Information and memory fragments obtained in VR Training. By reconstructing these, the information and memories can be converted into experiences. These memory-building bodies can then be compiled to enhance VR Training effects, whereupon the truths of incidents and scheme developments become discernible.

[315] MGS3 (MGS 3)

Metal Gear Solid 3: Snake Eater was released in 2004 for the Playstation 2. Set in the Soviet Union during the 1960's, it depicts the beginning of Solid Snake's father, Big Boss.

[316] MGS2 (MGS 2)

Metal Gear Solid 2: Sons of Liberty was released in 2001 for the Playstation 2. Set in the year 2007, and continuing through to 2009, it depicts new FOXHOUND member Raiden's solo infiltration of the offshore plant, Big Shell.

[317] MGS1 (MGS 1)

Metal Gear Solid was released in 1998 for the Playstation. Set in the year 2005, it depicts the story of Solid Snake infiltrating Shadow Moses Island.

[318] Three Works (Three Chapters of Metal Gear Solid)

The tactical espionage action series starring the legendary soldier Solid Snake. Depicting "a true story history never told" covering almost 50 years from 1964 to 2009.

3.2 - Digital Graphic Novel

Here you'll find the full script of the DGN itself.

3.3 - MGS and DGN: A Look At The Differences

Here you'll find comparisons between Metal Gear Solid for Playstation and Digital Graphic Novel.

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(4) Frequently Asked Questions

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Here are some questions I've gotten a lot. Please check these before emailing me for help.

(Q): Where do I find the "Three Works" memory element?

(A): The "Three Works" memory element will appear in the 3-d cube once you have made all possible connections between the other 317 memory elements.

(Q): What is the reward for completing the game?

(A): Absolutely nothing. There are no ranks, codes, unlockables, etc. The only reward is a well-deserved pat on the back from yourself.

(Q): What exactly is this game? How does it work?

(A): The term "game" is used rather loosely here. It is a comic book (graphic novel) placed onto a UMD (digital) and made interactive. Essentially, you can just sit back and watch the DGN (which I recommend for your first playthrough). The gaming aspect of it is as follows: Each page of the DGN

is interactive. By pressing square you enter a 3-d realm of said picture, and you must search for "memory elements" within this 3-d realm by moving around a cursor. Think of it all as a VR simulation that is recreating the Shadow Moses incident. You must then link all of the memory elements inside a big 3-d square.

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(5) Legal Notices

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This section is for legalities, copyrights and the like.

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If you would like to contact me for any reason, be it questions, comments, contributions, etc. e-mail me at pimp_smack_park@hotmail.com.

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