

Metal Gear Solid: Peace Walker PassCode FAQ

by kliefox

Updated to v3.0 on Dec 7, 2010

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MMMM . ?M? MMMM? .MMMM .MMMMI.,MMMM, .MMMMM,=MM
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M$.MMMMM .MMM=MMM8. .+M ..MDMM.MM. NMM
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Metal Gear Solid: Peace Walker
PassCode FAQ

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/ 0.0 Legalese \
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If you would like to host this FAQ elsewhere, please use the email listed in the contacts section 6.0 and ask my permission. I'm pretty easy going, and chances are the answer will be "yes."

Please include a link to the website where you intend to host the FAQ, so I can take a look beforehand.

When permission is granted, please also supply a link to where the FAQ is hosted on your site.

Thank you for your CO-OPs!

/ 1.0 What The FAQ Is About \
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This FAQ is a collaborative effort between users
kliefox and riddlebox89

It is intended to provide the reader with a comprehensive list of the available PassCodes.

Unfortunately, on June 21st, 2010 it was discovered that the PassCodes supply players with a completely random results.

This means that if I use one code and get a T-shirt along with a female recruit, another player might use that same code, but instead they may only get a male recruit, and no T-shirt at all.

This randomization makes it impossible to accurately detail what each code

will provide the player, with the exception of the following generalities:

- 1.) All codes that function properly will supply a single recruit. These recruits have randomly generated names, portraits, genders, and stats.
- 2.) Codes that result in the player obtaining a T-Shirt will also provide a randomized recruit. Again, all codes that work supply one recruit.
- 3.) Having a high amount of Heroism Points (reported to be 100,000+) can increase the chance that a recruit will come with A- or S-Rank stats. Unfortunately, this increase in chance is not a guarantee, and sometimes a recruit with really low stats may be obtained.
- 4.) Some codes display as "incorrect" when entered. I included the ones that did so for me at the bottom of the list of PassCodes. They may or may not function differently for other players.

The codes included in this FAQ have been tested using the North American Localization of the game.

/ 2.0 How To Make Use Of The PassCodes \
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This section is a step-by-step walkthru of how to make use of the PassCodes listed in this FAQ. If you're familiar with using WiFi connections with your PSP, and have already created a PSN ID, please skip this section.

If not, please read on.

First you need to find a WiFi network to connect to. This can be done either in your own home, or by visiting coffee shops and/or fastfood restaurants that offer free WiFi. Might be slow in the latter case, but at least it will work for what you'll need in the next steps.

A word of warning: A secure wireless connection in your own home is always preferable to an unsecured one offered or provided by someone else, so please be aware of the inherent risks when setting up personal account information through an unsecured wireless network.

Turn on your PSP. If you have a UMD loaded, and the PSP's default "play-game/movie-at-startup" is ON, you'll need to exit the game/movie to get to the XMB screen of your PSP.

Make sure your PSP's WLAN switch is clicked into the "ON" position.

Next, you'll need to establish a PSN account. This process only takes a few minutes, is free, and is fairly self explanatory.

Access the Playstation Network icon from the XMB, and then just follow the steps/prompts, and log in to your PSN account when you're done to confirm the created account, then log out and return to the XMB.

Next, start up your copy of Metal Gear Solid: Peace Walker

If you haven't done so already, start a new game, play through the first mission, save and quit back to the starting menu.

If you already have a save file, press up/down on the D-Pad, until you get to the "Extras" menu and select that.

Highlight and Select the "Network" option.

Wait for the PSP to connect to the Wireless Network you established earlier.

Use the Login and Password you set up for your PSN account

Agree to the MGS:PW terms of service by selecting "OK"

Use up/down on the D-Pad to highlight the "Enter PassCode" option, and select it with the X button.

Press the X button again to select "OK" that you understand that your save file will be used for this feature.

On the next screen, select your save file that you will use for the PassCodes.

And lastly, enter the PassCode(s) of your choice, one at a time.

/ 2.1 Important Notes \
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PassCodes are only good for one use per unique PSN ID.

Once you have collected the T-Shirts and/or recruits from each code, that's it.

Using Multiple Game-Save Files will not get around this One-Time-Use limitation.

If you attempt to use a PassCode that you have already used, either intentionally or by accident, you'll get an error message advising that the code is "already in use." This does NOT mean that someone else has already used up the PassCode.

If you make typos in the PassCodes three times in a row, your access to be able to input the PassCodes will be temporarily suspended for 24 hours.

Some of the codes may work for other players, but not for you. This has been determined to be normal, however, if a code does not work properly for you (error message "Incorrect Code"), please move on to the next one in the list, otherwise, you may get locked out like you would making typos three times in a row.

If you do get locked out, don't worry, you will be able to resume your attempts to input more PassCodes after a full 24 hours have passed.

/ 3.0 T-Shirt and Recruit PassCodes \
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Each recruit comes with randomly generated name, portrait, gender, and stats.

It has been determined that the currently amount of Heroism Points DO NOT

effect the quality of the recruits obtained from these passcodes.

That being said, the codes are of best use at the beginning of the game, to fill in the population of motherbase, and also to potentially get a headstart on the "All-Female MSF" achievement.

Passcodes that supply a T-shirt for use as a uniform or camo within the game will also come with a randomized recruit.

2000016032697
2000016032383
2000016032307
2000016032314
2000016032321
2000016032338
2000016032345
2000016032352
2000016032369
2000016032376
2000016032406
2000016032413
2000016032420
2000016032437
2000016032444
2000016032451
2000016032468
2000016032550
2000016032567
2000016032574
2000016032581
2000016032598
2000016032611
2000016032628
2000016032635
2000016032642
2000016032659
2000016032666
2000016032673
2000016032680
2000016032703
2000016032710
2000016032734
2000016032741
2000016032758
2000016032765
2000016032772
2000016032789
2000016032796
2000016032802
2000016032819
2000016032826
2000016035872
2000016035889
2000016035896
2000016035902
2000016035919
2000016035926
2000016035940
2000016035957

2000016035971
2000016035988
2000016035995
2000016036008
2000016036015
2000016036022
2000016036046
2000016036701
2000016036718
2000016036725
2000016036732
2000016038392
2000016038408
2000016038415
2000016038422
2000016038439
2000016038552
2000016038569
2000016038576
2000016038583
2000016038590
2000016038842
2000016038859
2000016038866
2000016038873
2000016038880
2000016258073
2000016258141
2000016258189
2000016258202
2000016535563
2000016535570
2000016535587
2000016535594
2000016535600
2000016537802
2000016537819
2000016537826
2000016537833
2000016537840
2000016756777
2000016756784
2000016756791
2000016756807
2000016756814
2000016756821
2000016756838
2000016756845
2000016756852
2000016756869
2000016801361
2000016801477
2000016813098
2000016865622
2000016032390
2000016032543
2000016032604
2000016032727
2000016035933
2000016036039

2000016036695
2000016038385
2000016038545
2000016257564
2000016535556
2000016537796
2000016756760
2000016801019
2000016800951
2000016032679
2000016035964
2000016036115
2000016032964
2000016032758

/ 4.0 T-Shirt Descriptions \
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A further detailing of the above section, describing the appearance of the shirts obtained from the above PassCodes for use as "camo" within the Peace Walker game.

The list itself is organized by the order of appearance within the "Mission Prep" screen.

In Mother Base>R&D>Other>Uniform:

The game describes the T-Shirts as being "identical to Jungle Fatigues in basic characteristics," however, it seems they are actually more closely matched to the "Naked"-types of camo.

Certain T-shirt colors do blend in better with certain environments; the "Mission Prep" screen will detail a ranking of how well the T-shirts provide camo in the various environment types.

Real-Life versions of these T-Shirts are (or at least were) available for purchase from Uniqlo stores.

UT (N425A)

Color: Light Gray

Front: Peace Walker Peace Symbol on upper left torso

Back : sketch/art-book stylized Big Boss, large sized image covers almost the entirety of the back of the shirt.

Arms : Left arm displays an MSF logo, right side is blank

UT (N425B)

Color: White

Front: Vertically-overlapping, small Pink and Blue circles, center Torso

"COoperative OPerations" text below the circles, printed in black

Back : Metal Gear Solid Peace Walker text & Peace Symbol under collar, printed in black

Arms : both sides are blank

UT (N425C)

Color: Black

Front: PEACE WALKER in large white text, covers most of the torso
Back : Metal Gear Solid Peace Walker text & Peace Symbol under collar, printed
in white
Arms : both sides are blank

UT (N425D Gray)

Color: Light Gray

Front: Faded MSF logo, large sized image covers most of the torso

Back : Metal Gear Solid Peace Walker text & Peace Symbol under collar, printed
in white

Arms : both sides are blank

UT (N425D Navy Blue)

Color: Navy Blue / Dark Blue

Front: Faded MSF logo, large sized image covers most of the torso

Back : Metal Gear Solid Peace Walker text & Peace Symbol under collar, printed
in white

Arms : both sides are blank

UT (N425E WHITE)

Color: White

Front: BIG BOSS text written in big, black lettering

Back : Metal Gear Solid Peace Walker text & Peace Symbol under collar, printed
in black

Arms : both sides are blank

UT (N425E Black)

Color: Black

Front: BIG BOSS text written in big, white lettering

Back : Metal Gear Solid Peace Walker text & Peace Symbol under collar, printed
in white.

Arms : both sides are blank

UT (N245F)

Color: Green (slightly lighter shade than default Jungle Fatigues)

Front: SNAKE written in yellow lettering above left chest,
Printed image appears to be a screenshot of Big Boss during the
Ashley Wood style cut-scene from the beginning of the game.

Back : Metal Gear Solid Peace Walker text & Peace Symbol under collar, printed
in black

Arms : both sides are blank

UT (N425G White)

Color: White

Front: Men with suits, one facing forward, the other facing away, both wearing
a cardboard box on their heads.

Back : Metal Gear Solid Peace Walker text & Peace Symbol under collar, printed
in black

Arms : both sides are blank

Note : User Twin_Master confirms the description of this shirt, and also
points out that the boxes are a reference to MGO.

UT (N425G Gray)

Color: Dark Gray

Front: Men with suits, one facing forward, the other facing away, both wearing a cardboard box on their heads

Back : Metal Gear Solid Peace Walker text & Peace Symbol under collar, printed in black

Arms : both sides are blank

Note : User Twin_Master confirms the description of this shirt, and also points out that the boxes are a reference to MGO.

UT (N425H WHITE)

Color: White

Front: Large, stylized bust-portrait of Big Boss covering the center torso printed in black, similar to those "El Che" propaganda posters.

Back : Metal Gear Solid Peace Walker text & Peace Symbol under collar, printed in black

Arms : both sides are blank

UT (N425H RED)

Color: Bright Red

Front: Large, stylized bust-portrait of Big Boss covering the center torso printed in black, similar to those "El Che" propaganda posters.

Back : Metal Gear Solid Peace Walker text & Peace Symbol under collar, printed in black

Arms : both sides are blank

UT (N425J)

Color: Black

Front: Large, white Peace Walker Peace Symbol at center torso

Back : Metal Gear Solid Peace Walker text & Peace Symbol under collar, printed in white

Arms : both sides are blank

UT (N425L)

Color: Desert Tan

Front: Image of a pair of Dog-Tags on a chain "hanging" from the collar, printed in black

Back : sketch/art-book style image of Big Boss, with a split in the image at the lower back section of the shirt.

Metal Gear Solid Peace Walker text written in black text along upper back, printed over the Big Boss image
the "split" at the lower back makes the image appear to be a "!"

Arms : Left side has an MSF logo, right side is blank

/ 5.0 Credits and Thank You's \
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Credit Where Credit is Due

A very big thank you to the following individuals and entities:

To SteelWolf89 and KuSaNaG1 for contributing extensively to this thread:
<http://www.gamefaqs.com/boards/960566-metal-gear-solid-peace-walker/55025685>
thus providing the base list of the codes that were covered in this FAQ.

To riddlebox89, for instigating me with the suggestion to put this FAQ together, and also splitting the work-load with me about 50/50 so that we could compile the information, and provide the results of each code to those that would read this FAQ.

To GlassGiant.com, for making a simple interface with which to turn images into ASCII art, which is how I made the Peace Walker peace-symbol displayed at the top of this FAQ.

To everyone who posted in this thread:

<http://www.gamefaqs.com/boards/960566-metal-gear-solid-peace-walker/55185583> confirming that the stats of the recruits received from the PassCodes were random, and also confirming that having higher Heroism/Hero Points increased the chances of getting a recruit with better stats.

<http://www.neogaf.com/forum/showthread.php?t=393846&page=2>

for providing larger, high-quality photos of the UNIQLO T-Shirts.

This enabled me to provide more accurate details in the T-Shirt Descriptions section (4.0).

To Twin_Master for confirming that the descriptions for shirts UT (N425G Gray) and UT (N425G White) as being true, as well as pointing out that the boxes themselves are a reference to Metal Gear Online.

To MonkeymanMagoo for testing and informing me that the players' heroism points level has no bearing on the quality of the passcode recruits, prompting a revamp of the guide to version 3.00.

To "Mizuki" who visited a Uniqlo store in Signapore, and advised that my description for one of the shirts matched what she saw in the store. This also reminded me that I failed to note that the shirts could be purchased from Uniqlo stores.

And my wife, for putting up with all the repetitive blips and bleeps without complaint while I was going through the process of uncovering what these codes unlocked.

/ 6.0 Contact Information \
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If you see something in this FAQ that is incorrect and needs fixin', or if you have more information to contribute that isn't already covered in this FAQ, please send an email to

kliefox AT gmail DOT com

with the Subject line, "MGSPW PassCode FAQ"

Serious messages only, please. Spam emails or other inappropriate/unhelpful commentary will be ignored, and the offending user's email blocked.

I will attempt to respond to serious emails within a short time after receiving them, and I have been able to take sufficient time to substantiate the claims included in those messages I receive.

If I don't get back to you right away, please continue to be patient. I do have a full time job, and tend to be busy with friends and family on the

weekends.

Keep in mind this is a hobby for me, and thus does not take a priority, but I will make time for those messages that address an issue within the FAQ here.

Any additional information or suggested edits that do make their way into future versions of this FAQ will be credited to the users that make those submissions.

/ 7.0 Version History \
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v3.00

- Per information supplied by MonkeymanMagoo, corrected information pertaining to the effect of heroism points on the quality of the recruits received from using the passcodes.
- Added additional Websites authorized to host this FAQ
- Per email received from "Mizuki," updated section 4.0 - T-Shirt Descriptions
- Updated section 5.0 - Credits and Thank You's

v2.02

- Added new site authorized to host this FAQ

v2.01

- Very minor update, correcting typos and grammatical errors that occurred during the revamping process.

v2.00

- Revamped entire FAQ after determining that PassCodes return completely random results.
- Updated sites authorized to host this FAQ
- Modified color description for T-Shirt "UT (N425L)"
- Updated Ctrl+F search instructions in the Table of Contents
- Modified wording in Credits section
- Updated A- and S-Rank variable recruit requirements
- Added wording to section 0.0 Legalese.
- Section 9.1 eliminated entirely
- Cross reference codes removed from T-shirts description codes, due to random results discovery.
- Eliminated "Removed PassCodes" section due to random results discovery. Codes themselves are combined with what is now section 3.0

v1.02

- Corrected typos and adjusted line spacing in various sections
- Included additional instructions in the "How To" section, for clarity.
- Updated wording in sections 1.0, 8.0
- Included additional wording to section 4.0
- Corrected all instances of the word "passcode" to read as "PassCode"
- Updated descriptions for shirts UT (N425H WHITE) and UT (N425H RED)
- Updated descriptions for shirts UT (N425G WHITE) and UT (N425G GRAY), per information received via email.
- Updated Credits section

v1.01

- Made corrections to minor spelling and grammatical errors throughout the FAQ
- Added 2 new PassCodes to the "Removed PassCodes" section
- Adjusted some line spacing throughout the FAQ
- Updated sites authorized to host this FAQ
- Updated descriptions for all the T-Shirts in the related section
- Updated the Credits section

v1.00

- FAQ is written, base data compiled, and has been submitted to GameFAQs for approval and publication on their site.

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