TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID 3
SUBSISTENCE

EmuMovies

KONAMI

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.
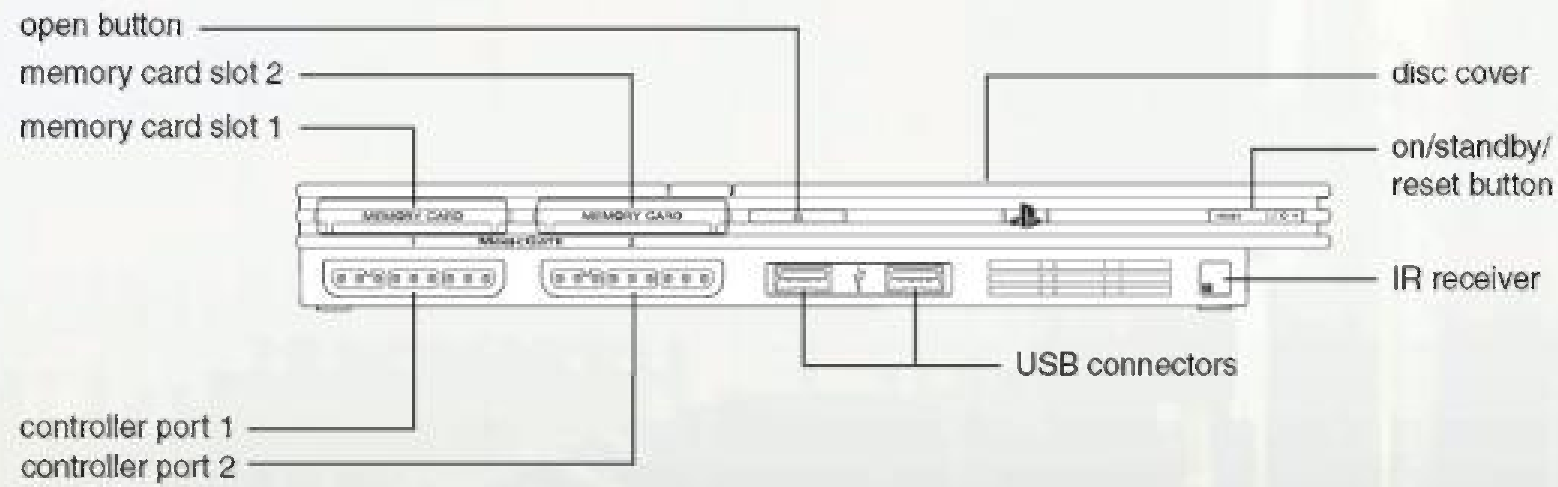
USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

TABLE OF CONTENTS

open button
memory card slot 2
memory card slot 1

disc cover
on/standby/
reset button

IR receiver

USB connectors

controller port 1
controller port 2

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **Metal Gear Solid® 3 Subsistence™** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB)(FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

Before playing online, a valid network configuration must be saved to the memory card (8MB)(for PlayStation®2) using either the Network Adaptor Start-up Disc or the **Metal Gear Solid® 3 Subsistence™** Network Configuration Utility.

NETWORK ADAPTOR (ETHERNET MODEM) (FOR PLAYSTATION®2)

In order to play **Metal Gear Solid® 3 Subsistence™** Online, you must have installed a Network Adaptor (Ethernet Modem) (for PlayStation®2) on your PlayStation®2 computer entertainment system before playing. Set up the Network Adaptor (Ethernet Modem) (for PlayStation®2) according to the instructions included in its packaging.

Caution: Unplug the power cord on your PlayStation®2 computer entertainment system before adding any networking equipment to the system.
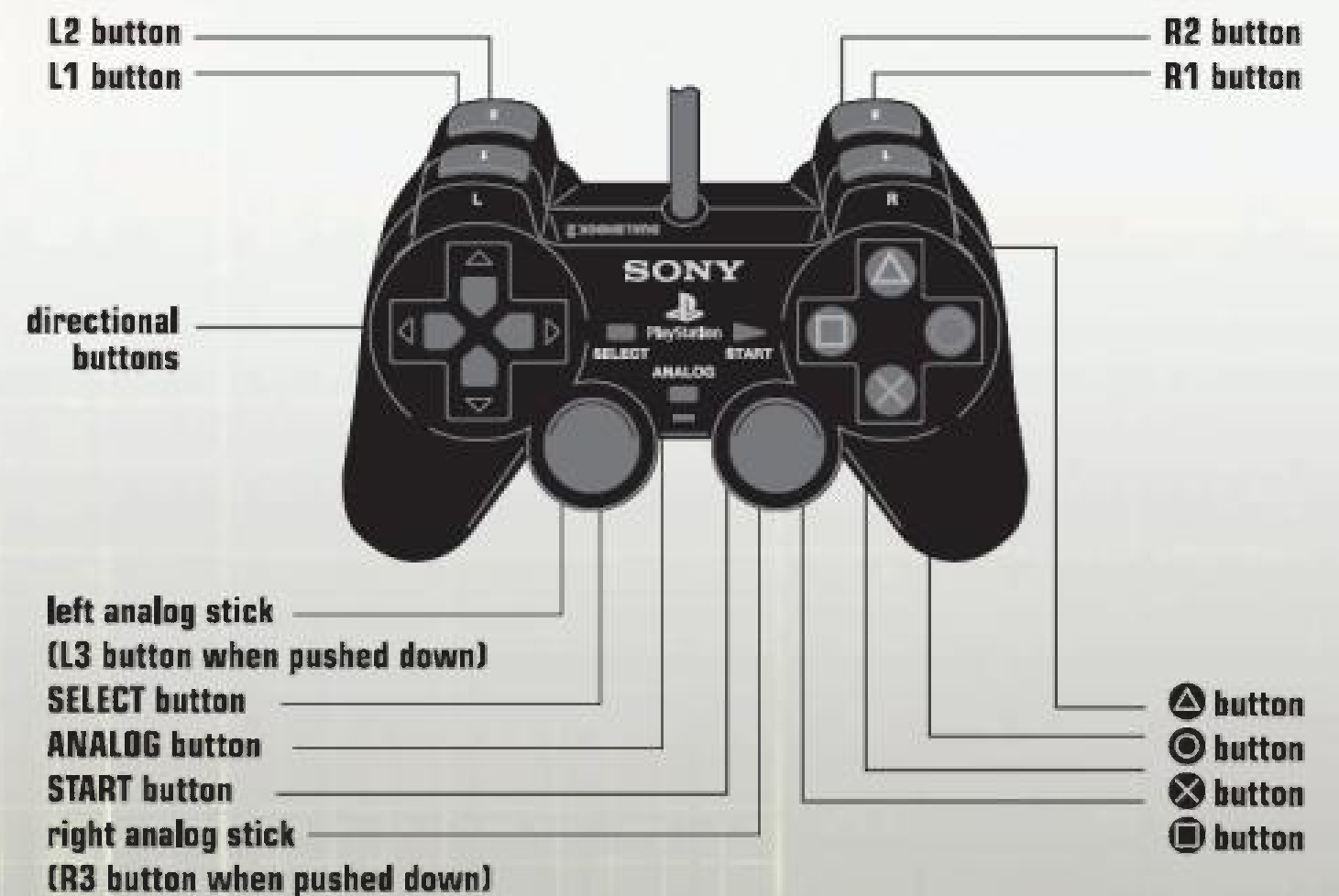
Metal Gear Solid® 3 Subsistence™ must be played over a broadband Internet connection (DSL, cable modem, or other high speed connections).

PSP™ SYSTEM CONNECTIVITY

METAL GEAR ACID® 2 LINK: You can link up with **METAL GEAR ACID® 2** for PSP™ (PlayStation® Portable) system. Take pictures with the in-game camera, then view them on your PSP™ screen in 3-D!

* **Note:** a USB cable with a Mini B type connector is required to connect the PSP™ system to a PlayStation®2 console.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

L2 button
L1 button
R2 button
R1 button

directional
buttons

left analog stick
(L3 button when pushed down)
SELECT button
ANALOG button
START button
right analog stick
(R3 button when pushed down)

△ button
⊙ button
✕ button
▢ button

MENU CONTROLS

left analog stick or directional buttons ↑ / ↓	Navigate menu/Highlight menu item
⊙ button	Select highlighted menu item
left analog stick or directional buttons ↑ / ↓	Adjust / Cycle menu item
✕ button	Previous screen/Return to Main Menu

SNEAKING CONTROLS

Directional buttons ↑ / ↓ / ← / →
Third Person / Normal View: Move in; Stalking mode
First Person View: Look around

left analog stick
Third Person / Normal View: Move around
First Person View: Look around

[L3] button (when pushed)
When grabbing an enemy: Interrogate enemy

[SELECT] button
Enter Radio Mode

[START] button
Enter the Survival Viewer

L1 button--Aim button
When holding a weapon: lock in the direction the weapon is pointed
Third Person View: Reset camera
First Person View: Shoulder aim

L2 button--Item Window button

Third Person / Normal View: Select, equip and unequip items

Corner / First Person View: View, Peek

R1 button--First Person View button

Change to First Person View

R2 button--Weapon Window button

Third Person / Normal View: Select, equip and unequip items

Corner / First Person View: View, Peek

L2 button and **R2** button simultaneously

Third Person / Normal View: Stand on tiptoes while in First Person View

⬜ button--Weapon button

Use the currently equipped weapon. When equipped with a knife, press to slash,press firmly to stab, press repeatedly to execute a combo attack

◉ button

Punch button / CQC button / Enter button

Punch, use CQC, knock on walls (when pressed against a wall)

△ button--Action button

Climb trees, open lockers, go up / down ladders, climb onto platforms, hang, etc.

✕ button--Crawl button / Cancel button

Switch between standing, crouching and crawling

right analog stick

Third Person View: Rotate, pan and tilt camera

Normal View: Change camera position

[R3] button (when pushed)

Switch between Third Person and Normal View

INTRODUCTION

STEALTH GAME

Sneak in without being seen by the enemy

Metal Gear Solid 3 is a 3D action-adventure game that lets you experience the thrill of sneaking past the enemy without being seen. You play the role of Snake, who must infiltrate enemy territory and carry out a top-secret mission. If the enemy sees you, they'll call for reinforcements and things are bound to get rough. You'll want to avoid battle whenever possible.

Knowing how to survive in hostile territory will be crucial. In this mission, your top priority will be staying alive in a combat zone. Raid provisions warehouses to get supplies for maintaining stamina and treat wounds to keep Snake in fighting condition.

This game is a work of fiction. Any resemblance to actual persons or groups, living or dead, is purely coincidental.

THE STORY OF MGS3

In the aftermath of the Second World War, the world was torn in two between East and West. It was the beginning of a new era - the Cold War.

October 16, 1962. The President of the United States received word that the Soviet Union had deployed nuclear missiles in Cuba. The world trembled in fear as the prospect of nuclear war loomed ever closer. After days of tense negotiations, the Soviets finally agreed on the 28th to withdraw their missiles from Cuban soil. With the resolution of this incident, later to be known as the Cuban Missile Crisis, it seemed that humanity had survived yet another threat to its existenfce. However, there was a secret condition in the deal that put an end to the crisis. Nikolai Stepanovich Sokolov, a Soviet scientist who had defected to the West, was to be sent back to the Soviet Union. The U.S. government agreed to this stipulation, and returned Sokolov to his native land.

August, 1964. Realizing at last the urgency of the situation, the CIA forms a plan to recapture Sokolov. They dispatch the covert FOX unit to Sokolov's research facility, located to the south of the great Soviet fortress of Groznyj Grad. Led by former SAS member Major Zero, FOX is a next-generation special-forces unit that operates both as a specialized combat group and as a covert intelligence outfit. The FOX unit's modus operandi is to send a single agent, backed by radio support from afar, into enemy territory to carry out solo sneaking missions.

August 24. A lone soldier swoops down from out of the blue. The man's code name is Naked Snake.

PLAYER CHARACTER

Snake

A disciple of the legendary hero The Boss, he joined FOX after serving in the CIA and spending several years as a Green Beret. His code name for this mission is Naked Snake. Snake specializes in covert operations and is a seasoned combat veteran, proficient in all types of military equipment and weaponry. He is also a master of CQC (Close Quarters Combat), a close-range fighting technique he developed along with The Boss.

DISC 1: SUBSISTENCE

Disc 1 features an enhanced version of Metal Gear Solid® 3 Snake Eater™, which includes a new Third Person Camera Mode that gives you control over the viewing camera.

STARTING THE GAME

New Game: Start a new game from the beginning.

Load Game: Load saved data and continue a previous game.

Briefing Files: View briefings.

Options: Change various game options.

Special: Access special menu items.

At the Title Screen, press the **[START] button** to bring up the Title Menu. Move the **left analog stick** or **directional buttons ⬆ / ⬇** to highlight menu items and press the ◉ **button** to confirm your choice.

NEW GAME: Start a new game from the beginning. Select this option when playing the game for the first time. After selecting "NEW GAME," a questionnaire will appear. Once the questionnaire is complete, a list of available difficulty levels will be displayed.

VERY EASY: For beginners.

EASY: For non-action experts.

NORMAL: Standard difficulty level.

HARD: For confident players.

EXTREME: For action game experts.

EUROPEAN EXTREME: Game ends when being seen by the enemy.

LOAD GAME: Choosing "LOAD GAME" from the Title Menu will bring up the Data Select Screen. Select a data file to continue the game from the Continue Point at which the game was last saved.

GAME OVER / SAVE

Game Over (Time Paradox): When Snake's LIFE Gauge reaches zero, the game is over. Other conditions may also result in a Game Over, such as the death of certain characters, a partner's life gauge reaching zero, or Snake falling into an enemy trap. After the game ends. the Continue Select Screen will appear.

CONTINUE

Continue the game form the last Continue Point* reached before Game Over. The game can be continued an unlimited number of times.

*Note: The term "Continue Point" refers to key points in the progress of the game, such as transitions between areas, just before boss battles, and before and after major events.

EXIT

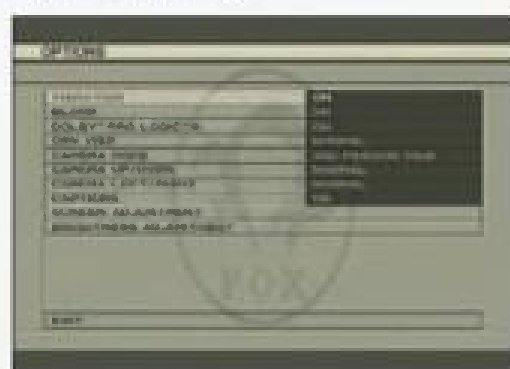Return to the Title Screen. Note that the game will not be saved.

Save: Saving the game before quitting will allow you to continue the game from where it left off. The game can be saved by contacting Para-Medic via radio.

Para-Medic (Save) — Frequency 140.96

Saving the game records Snake's status at the last Continue Point reached. To continue the game from where it was saved, select "LOAD GAME" from the Main Menu Screen. At least 90KB of free space is needed to save game data.

BRIEFING FILES: View a briefing that gives an overview of the current mission.

OPTIONS

Change various game settings.

VIBRATION: Turn the controller vibration ON / OFF.

BLOOD: Turn blood effects ON / OFF.

DOLBY® PRO LOGIC® II: Turn Dolby Pro Logic II sound ON / OFF.

This game is presented in Dolby Pro Logic II. Connect your game console to a sound system with Dolby Pro Logic, Dolby Pro Logic II, or Dolby Pro Logic IIx decoding to experience the excitement of surround sound. You may also need to select Dolby Pro Logic II from the audio options menu of the game.

OWN VIEW: Switch between NORMAL and REVERSE (inverted) camera control for First Person View Mode.

CAMERA MODE: Switch between 3RD PERSON VIEW and NORMAL Camera Modes.

Metal Gear Solid® 3 Subsistence™ incorporates a new Third Person Camera Mode that gives you the ability to play the game with complete control over the camera. In Third Person Mode, you can use the right analog stick to rotate, pan and tilt the camera to get a complete view of your surroundings. You can also switch between the traditional Normal Mode and the new Third Person Mode during gameplay by pressing the **[R3] button**.

CAMERA UP / DOWN: Switch between NORMAL and RVERSE (inverted) ⬆ / ⬇ controls for Third Person Camera Mode*.

CAMERA LEFT / RIGHT: Switch between NORMAL and RVERSE (inverted) ⬅ / ➡ controls for Third Person Camera Mode*.

*Note: When playing in Normal Mode, these options are not applicable.

CAPTIONS: Turn Captions ON / OFF.

LANGUAGE: Select between ENGLISH and SPANISH language.

SCREEN ADJUSTMENT: Adjust the positioning of the screen.

BRIGHTNESS ADJUSTMENT: Display guidelines for adjusting the brightness on the television set.

**EXIT:** Return to the previous screen.

SPECIAL

Enjoy a variety of special features not included in the main game.

BASIC ACTIONS: View explanations of the controls for basic game actions, accompanied by movie demonstrations.

PHOTO ALBUM: View and change the names and colors (RGB values) of photos taken during the game. In order to take photos during the game, the camera item must be found.

CAMOFLAUGE DOWNLOAD: Complete the game to unlock this option and access additional camouflage.

SCREEN LAYOUT
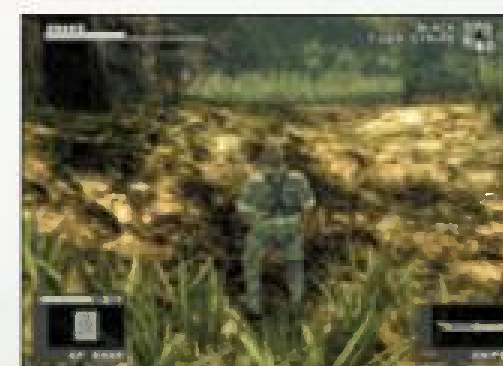
Equipped Weapon: Displays the currently equipped weapon. This is not displayed if nothing is equipped.

**Equipped Item:** Displays the currently equipped item. This is not displayed if nothing is equipped.

Stamina Gauge: The Stamina Gauge level affects Snake's status and how quickly LIFE recovers.

LIFE Gauge: If the LIFE Gauge drops to zero, then the game is over.
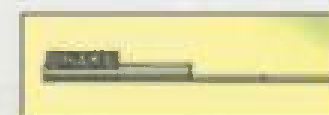
LIFE GAUGE

When Snake's LIFE is reduced by enemy attacks, hide and wait for it to recover naturally, save the game and take a break, or take some LIFE medicine.
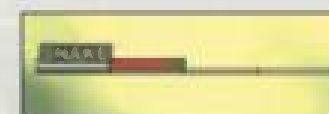
RECOVERY: Snake's LIFE will recover naturally over time. However, the speed at which it recovers depends on how full the Stamina Gauge is. The higher Snake's stamina, the faster his LIFE will recover. LIFE will also recover more quickly when Snake is in a crouching or lying position.

WOUNDS: If Snake falls from a high place or is hit by a powerful attack, he will be wounded. When Snake is wounded, a red meter will be displayed in the LIFE Gauge. Select "CURE" from the Survival Viewer to treat the wounds.

*Note: Most wounds will heal naturally after a set period of time even if left untreated. However, certain types of wounds will not heal without treatment.

POISON / DISEASE: During the mission, Snake may be poisoned or become sick. Leaving poison untreated will cause the LIFE Gauge to decrease, while leaving colds or leeches untreated will drain the Stamina Gauge. Select "CURE" from the Survival Viewer to treat these conditions.

REST: Saving the game and quitting for a while will give Snake a chance to get some rest. LIFE, wounds, and disease will all recover over time until the game is loaded again.

STAMINA

A low Stamina Gauge produces a variety of negative effects on Snake's performance. Keep an eye on the Stamina Gauge. If it starts to get low, eat some food to replenish it.

Stamina	Low	High
LIFE Natural Recovery Rate	Low	High
Hand Trembling when Holding a Gun	High	Low
O2 Gauge	Short	Long
Grip Gauge	Short	Long

EATING

In order to replenish his Stamina Gauge, Snake must eat. His food consists of the plants and animals he finds in the jungle as well as rations he acquires as items. To eat some food, select "FOOD" from the Survival Viewer.
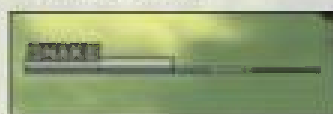
GAUGE TYPES

BOSS BATTLES
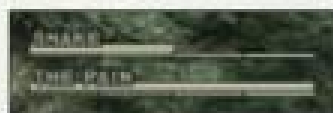
1. **BOSS' LIFE GAUGE:** Decreases when the boss takes damage from lethal attacks.
2. **BOSS' STAMINA GAUGE:** Decreases when the boss is hit by tranquilizer rounds or punches.
*Boss battles end when one of the two gauges (LIFE or Stamina) reaches zero.

GRIP GAUGE

Displayed while hanging. When the Grip Gauge reaches zero, Snake will fall. The length of the Grip Gauge depends on how much stamina he has.

OXYGEN GAUGE

Displays the amount of oxygen remaining while underwater. When the O2 Gauge reaches zero, the LIFE Gauge will start to decrease. The length of the O2 Gauge depends on how much stamina Snake has.

PARTNER LIFE / STAMINA GAUGE

When someone is operating alongside Snake, that person's LIFE and Stamina Gauges will be displayed. If a partner's LIFE drops to zero, the game is over.

CAMOUFLAGE

Wearing camouflage allows Snake to blend in with his surroundings and avoid detection by the enemy. Use the "CAMOUFLAGE" option in the Survival Viewer to choose camouflage that matches the background of the operating environment, thus achieving a low profile. There are two types of camouflage, "UNIFORM" and "FACE." Be sure to use both types and choose the right camouflage pattern for each situation.

The Camo Index: The Camo Index, located in the upper right corner of the screen, shows how well Snake blends in with his surroundings. The higher the Camo Index, the more effective Snake's camouflage is, and the harder it is for the enemy to spot him. No matter how effective Snake's camouflage is, the Camo Index drops sharply when he moves around. The Camo Index's level also changes depending on whether Snake is standing, crouching, or lying down.

When the enemy is nearby, be sure to raise the Camo Index as high as possible by assuming a low-profile position and remaining still.
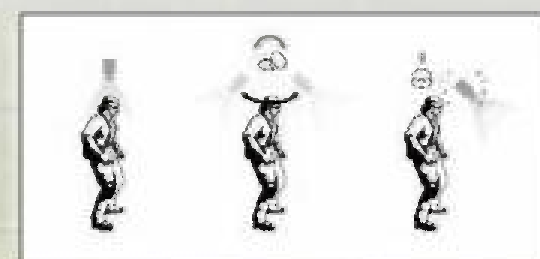
CAMERA VIEWS

There are multiple camera views as well as a new camera mode in Metal Gear Solid® 3 Subsistence™. The use of different views in different situations adds to the suspense of Snake's sneaking mission. Learn the ins and outs of each camera view and use them to your advantage.
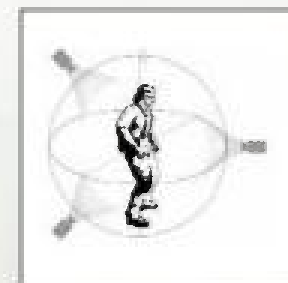
THIRD PERSON VIEW

New to Metal Gear Solid® 3 Subsistence™ is the addition of a Third Person Camera Mode. In addition to the traditional Metal Gear Solid overhead "Normal" view, there is now an extra option to switch the perspective to behind Snake's back and completely control the camera using the right analog stick. You can set the Camera Mode to "Third Person" View via the Options menu, or press down on the [R3] button during gameplay to toggle it between Third Person and Normal Modes. Once in Third Person view, move the right analog stick to rotate, pan and tilt the camera. To reset the camera behind Snake's back, press the L1 button.

NORMAL VIEW

If you prefer to play in the traditional Metal Gear View, set the Camera Mode to "NORMAL" in the Options menu or press down on the [R3] button during gameplay to toggle it between Third Person and Normal Modes.

CORNER VIEW

Used when hiding and surveying the surrounding area. Pressing and holding the **left analog stick** (or **directional button**) towards a tree or wall causes Snake to press himself against that surface. The camera angle changes, allowing Snake to see behind obstacles. The camera can be pointed in different directions using the right analog stick. Press the L2 button or R2 button in this state to peek left or right and get a closer look at the situation. Be careful though – the enemy may spot Snake as he peeks out from around the corner.
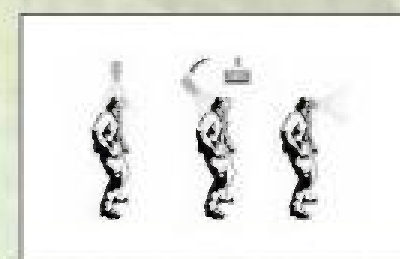
FIRST PERSON VIEW

When in Normal or Third Person View. press and hold the R1 button to switch the camera view to Snake's perspective. The controls for First Person View are as follows:

- Use the **left analog stick** (or **directional buttons**) to change the direction Snake is looking.
- Press the L2 or R2 **button** to shift one step to the left or right.
- Press the L2 and R2 **buttons** at the same time to stand on tiptoes. Standing on tiptoes is possible even in Intrusion View.

Snake cannot move around while in First Person View, but you can make him use the currently equipped weapon by pressing the ● **button**. First Person attacks are effective when aiming for the enemy's vital spots and other precision targets.
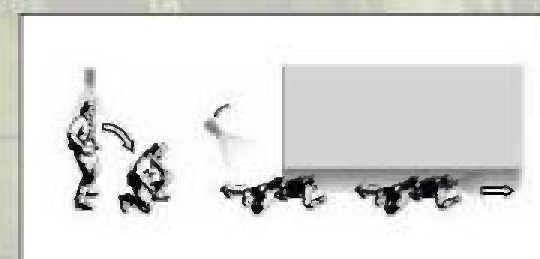
INTRUSION VIEW

When Snake crawls on his belly into a narrow space or a thicket of grass, the camera view will automatically switch to Snake's perspective. Use the **left analog stick** to move around as normal, and use the **directional buttons** to move without turning. To survey the surrounding area, press and hold the R1 **button** and use the **left analog stick** to move the camera around.

BASIC CONTROLS: MOVEMENT

These controls will get you familiar with Snake's basic abilities.
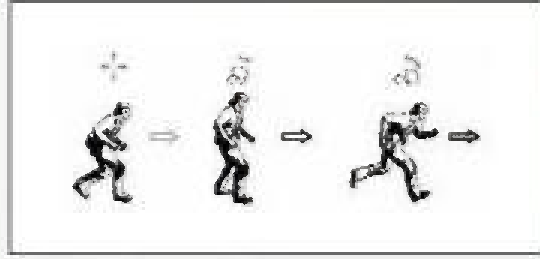
Movement (Running / Walking): Move in the direction the **left analog stick** is pressed, Press the **left analog stick** lightly to walk, and firmly to run.
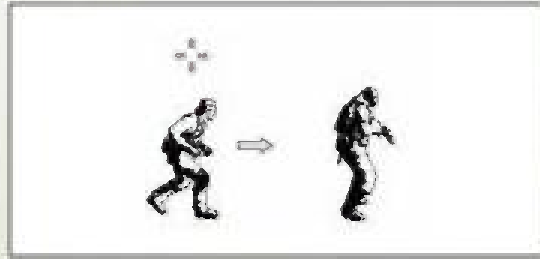
Movement (Stalking): Use the **directional buttons** to move around by stalking. By stalking, Snake moves with extra caution. This reduces his movement speed and uses stamina, but eliminates footstep noise.
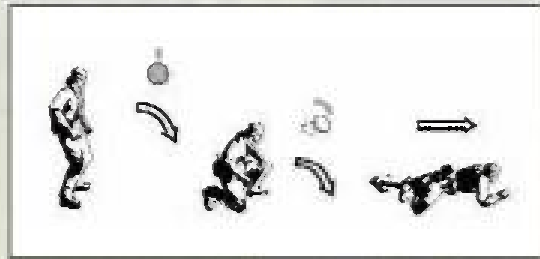
Crouching / Lying: Assuming a crouching or lying position allows Snake to hide from enemies behind low-lying obstacles. Press the **left analog stick** from a crouching or lying position to move by crawling. Crawling allows Snake to squeeze into narrow spaces, such as holes and under tables. The crouching and lying controls are as follows:

- Tap the ✕ **button** quickly to crouch. Tap the ✕ **button** a second time to stand back up.
- Press and hold the ✕ **button** to go straight into a prone position. Press and hold the ✕ **button** a second time to stand back up.
- Press and hold the ✕ **button** to go straight into a prone position. Tap the ✕ **button** a second time to go into a crouch.

Rolling: While running, press the ✕ **button** to execute a rolling maneuver. Rolling allows Snake to jump over pits, clear waist-high obstacles, and move quickly from one hiding place to another. Enemy soldiers can also be knocked over by executing a roll into them. By keeping the ✕ **button** pressed during a roll, Snake can go directly into a lying position after he finishes the roll.
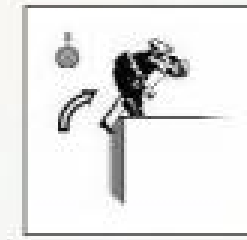
Climbing over Obstacles: Snake can climb over obstacles of about waist height by pressing the △ **button**.

One-Handed Hanging: Weapons that can be handled with one hand, such as handguns, can be aimed and fired while hanging by pressing the ■ **button**.
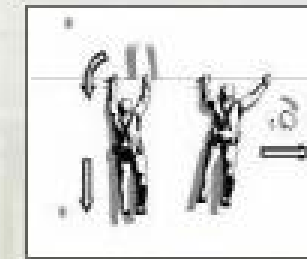
Hanging: Face a tree branch or railing and press the △ **button** to hang down from that object. While hanging, the Grip Gauge is displayed. When the gauge reaches zero, Snake will run out of strength and fall. Controls while hanging are as follows:

- **Left analog stick** or **L2** button / **R2** button. Move ⬅ / ➡.
- ◉ **button**. Return to the top of branch / inside of railing.
- ✕ **button**. Let go and drop down.
- **L2** button and **R2** button. Do a pull-up.
- ■ **button**. Aim the currently equipped weapon.

BASIC CONTROLS: LOOKING AROUND
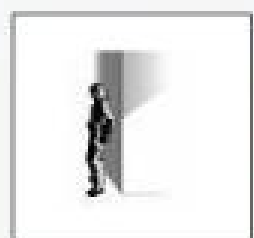
Pressing against Surfaces: Snake can press himself against walls and other surfaces by facing the surface and pushing and holding the **left analog stick**. In certain locations, the camera will switch to Corner View, making it easier to check Snake's surroundings. While pressed, use the **L2** / **R2** button to move along the surface. Moving while pressed against a wall can allow Snake to slip through spaces too narrow to walk through.
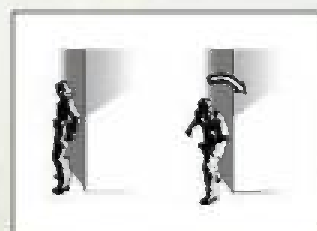
Peeking: When Snake is pressed against trees and walls and Corner View is active, press the **L2** / **R2** button to peek around the corner to the left or right. Peeking moves the camera and gives a better view of the surrounding area.

Making Noise: While pressed against a tree or wall, press the ⓞ **button** to knock on the surface and make a noise. This technique can be used to lure enemy soldiers.

First Person View (Stepping Left / Right): Pressing and holding the **R1** button switches the camera to First Person View. Although Snake cannot move around in First Person View, he gains a wider view of his surroundings. The ⬆ / ⬇ input method for the **left analog stick** can be changed on the "OPTIONS" screen.

Controls in First Person View
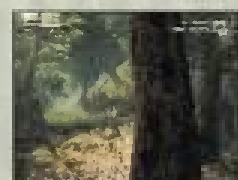
L2 / **R2** **buttons** simultaneously: Stand on tiptoes
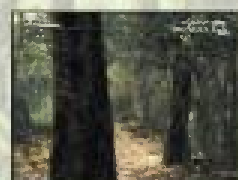
↑
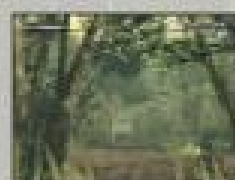
Normal View When Standing

L2 button:
Shift one step left

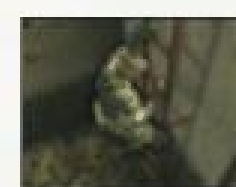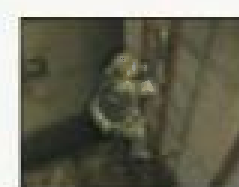**left analog stick / directional buttons:**
Control the camera angle

R2 button:
Shift one step right

Right analog stick Camera: During gameplay, the right analog stick can be used to control the camera angle.

Using the Radio: During gameplay, press the **[SELECT] button** to use the radio. Radio conversations can be a good source of information and advice when unsure where to go next or after acquiring new and equipment.

BASIC CONTROLS: ACTION BUTTON

Climbing up / down ladders: Stand in front or on top of a ladder and press the △ **button** to climb up or down. To get off, press the **left analog stick** down in the direction of the ladder. On some ladders, Snake can move up and down freely by pressing the **left analog stick** or **directional buttons** ⬆ and ⬇.
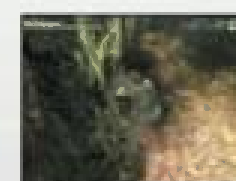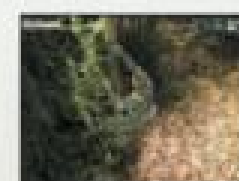
Climbing up / down trees: Stand in front or on top of a vine-covered tree and press the △ **button** to climb up the tree. To move from a branch to the trunk, stand next to the trunk, face it, and press the △ **button**.

Lockers: Stand in front of a locker door and press the the △ **button** to open it. If Snake enters the locker and presses against the wall, he will close the door and hide inside the locker. Press the △ **button** again to exit the locker.
*Note: Some lockers cannot be opened.

BASIC CONTROLS: COMBAT

Engaging enemy soldiers in combat is dangerous and should be avoided whenever possible. However, there are situations in which combat is inevitable, such as when Snake must defeat enemy soldiers in order to escape or fight a boss.

Attacking with Weapons: Press the ⓞ **button** to use the currently equipped weapon.

Attacking in First Person View: Attacking in First Person View allows Snake to perform a variety of specialized actions, including the ability to target an enemy's vital spots, shoot down food in hard-to-reach places, or destroy enemy radios to prevent reinforcements. Hold the **R1** **button** down to go into First Person View, press and hold the ⓞ **button** to aim the weapon, then release the ⓞ **button** to fire. To lower the weapon without firing, release the ⓞ **button** slowly.
*Note: The button input for some weapons may be different from above.

Shoulder Firing / Scope Aiming: While in the First Person View, pressing the Aim button **L1** **button** allows Snake to aim more precisely with some weapons.

Assault rifles: The crosshairs move to the center of the screen.

Sniper rifles: Snake uses the scope to aim.
*Note: Does not work with all weapons.

Hand-to-Hand Attacks: When equipped with certain weapons or bare-handed, press the ⓞ **button** to throw punches and other hand-to-hand attacks. Press the ⓞ **button** repeatedly to create combo attacks, which finish with a kick that sends the enemy flying. If an enemy sustains enough hand-to-hand damage, he will be knocked out. If Snake has a weapon equipped, hand-to-hand attacks launched using the ⓞ **button** will do more damage than usual.

CQC (CLOSE QUARTERS COMBAT)

CQC is a close quarters combat technique used in proximity encounters with the enemy. After grabbing and capturing a nearby enemy, Snake can execute a variety of maneuvers – dealing damage to enemies, using them as humans shields, or interrogating them for info.

Snake can only use CQC when he is unarmed or holding a weapon, such as the survival knife or a handgun, that leaves his right hand free to grab and pull the enemy toward him. Weapons that are compatible with CQC are designated with a "CQC" mark on the weapon icon.
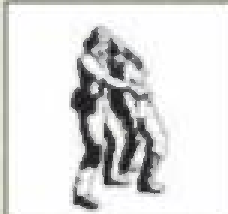
Weapon icon (with CQC mark)

The key to CQC is getting close enough to the enemy without being detected. One way to do this is to sneak up from behind by stalking.
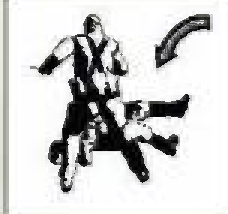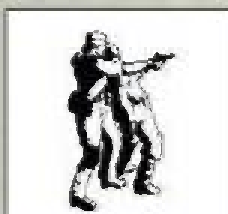
Direct Throw: Press the ◉ **button** next to an enemy while simultaneously moving the **left analog stick**.

Grab: Press the ◉ **button** next to an enemy without moving the **left analog stick.**
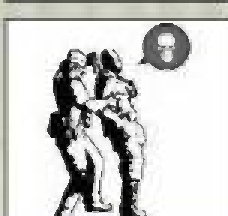
Interrogate: Hold down the **[L3] button** while holding an enemy prisoner.

Shield: Press the ⬤ **button** while holding an enemy prisoner.

Throw after Capture: Press the ◉ **button** while simultaneously moving the **left analog stick.**

Slit Throat: Press the ◉ **button** hard while holding an enemy prisoner.

Choke / Snap Neck: Tap the ◉ **button** repeatedly while holding an enemy prisoner.

Drag: Move the **left analog stick** while holding an enemy prisoner.

SPECIAL CONTROLS

SWIMMING
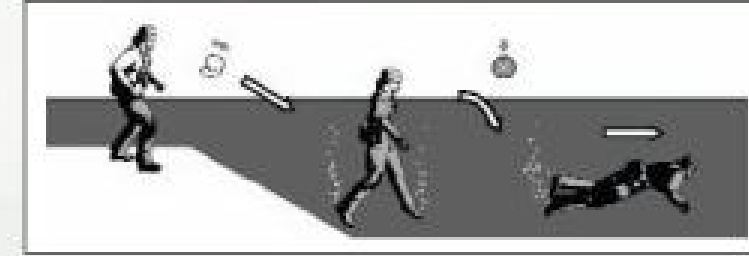
Snake can traverse watery areas by swimming.

IN SHALLOW WATER (WAIST DEEP)

❌ **button**	Submerge (when Snake's head goes underwater, he will start swimming)
left analog stick + ❌ **button**	Dive in

IN DEEP WATER (TOO DEEP TO STAND)

🔺 **button**	Climb onto dry land (only if land is no more than about two feet above the water)
❌ **button**	Submerge underwater
◉ **button**	Swing torch (when torch is equipped)

UNDERWATER

When Snake is underwater, the camera automatically switches to First Person View, and the control scheme changes. In addition, only certain weapons can be used underwater. When Snake goes underwater, weapons that cannot be used underwater are marked as "NO USE" and cannot be equipped.

left analog stick	Change direction
🔺 **button**	Quick surface button (pressing it repeatedly will make Snake swim toward the surface)
❌ **button**	Move forward; press repeatedly to accelerate
◉ **button**	Move forward; press repeatedly to accelerate
right analog stick	Change the camera angle

***Note:** Snake will only move forward underwater while the ❌ or ◉ **button** is pressed.

Gun Emplacement / Anti-Aircraft Cannons: If a gun emplacement or anti-aircraft cannon is not being used, Snake can take it over and use it to attack.

SIT / GET UP

Sit: Press the ▲ button when standing next to a gun emplacement or anti-aircraft cannon.

Get up: Press the ▲ button when sitting at a gun emplacement or anti-aircraft cannon.

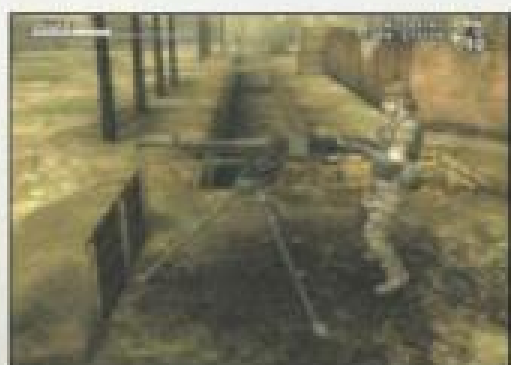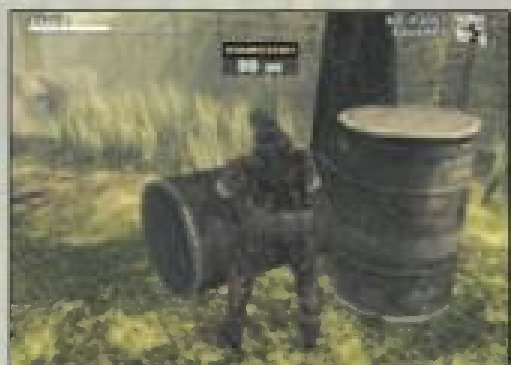**Firing:** Press the ■ button while sitting at a gun emplacement or anti-aircraft cannon. Use the Aim button **L1** button for more precise firing.

CALL PARTNER

When Snake is operating along with a partner, press the ▲ button to have Snake call his partner over to him.

USING DRUMS

Blowing Up Drums: The drums found throughout the game are filled with flammable liquid that explodes when shot with firearms. Any enemies standing near the drum will be caught up in the explosion.

Rolling Drums: Stand next to a drum lying on its side and press the ▲ button to roll the drum. Any enemies in the path of the drum will be sent flying.

FOOD CAPTURE

To replenish the Stamina Gauge, Snake must find and catch food. Snake can get food from plants and animals in the jungle as well as from enemy rations. The gathering and capturing of jungle plants and animals for food is called "food capture."

Plants and animals can be turned into food by attacking them with hand-to-hand attacks (using the ● button) or weapon attacks (using the ● button). Rations collected can be viewed and eaten on the "FOOD" screen of the Survival Viewer.

The type of food an animal produces while captured depends on what type of attack is used.

RETICULATED PYTHON Animals captured using knives or guns are stored as raw meat. Because of this, they will spoil after a certain period of time.

RETICULATED PYTHON Animals captured live using tranquilizer guns and mousetraps are kept alive in cages and will not spoil. Snake can capture up to three live animals and store them in cages.
*Note: Certain animals cannot be captured live, and some plants and animals cannot be used as food.

FOOD PROPERTIES

SNAKE'S TASTES
Different types of food differ in quality — some taste good, others taste bad. How good a food item tastes can be gauged by Snake's reaction after ingesting it. The more delicious it is, the more the Stamina Gauge will be replenished. In some cases, even bad-tasting foods can become palatable if Snake eats them repeatedly and develops a taste for them.

POISONOUS AND ROTTEN FOOD
If Snake eats food that is poisonous or rotten, he will become ill. This condition can be cured by using the "CURE" option in the Survival Viewer to administer antidote or stomach medicine.

OTHER TYPES OF FOOD
Some foods have additional effects besides replenishing the Stamina Gauge. When Snake finds a new type of food, there are many ways to find out what it does. He can be brave and just eat it, for example. or call Para-Medic on the radio for a description of its properties.

USING FOOD IN BATTLE
Rotten and poisonous foods can be used to Snake's advantage in battle by getting enemies to eat them. Go to "WEAPON" on the "BACKPACK" screen to equip a food item as a weapon and press the ● button to throw it.

ENEMY STATUS

NORMAL PHASE

Occurs when Snake has been spotted by the enemy, In Normal Phase, enemy soldiers will usually patrol an assigned area (patrol route) and check for any disturbances. Some soliders will stand in a fixed position and keep a lookout. Enemy soldiers have senses of sight and hearing. If they hear a noise or see something suspicious, they will leave their patrol route and investigate the area. If nothing unusual is found, the soldiers will return to their assigned patrol route.

Enemy soldiers have a number of different statuses, each represented by a different mark above the soldier's head.

Knocked Out	Asleep	Noticed a strange sound / object	Spotted something	Suspicious

ALERT PHASE

ALERT 99.99

Occurs when the enemy spots Snake. In Alert Phase, enemy soldiers will call their comrades on the radio and attack. To get out of Alert Phase, Snake must either escape from the enemy or defeat a certain number of them. Once the number in the Phase Gauge reaches zero, the game will switch to Evasion Phase.

EVASION PHASE

EVASION 99.99

Occurs when the enemy has lost sight of Snake and is actively searching the area for him. Once the number in the Phase Gauge reaches zero, the game will switch to Caution Phase.

CAUTION PHASE

CAUTION 99.99

In Caution Phase, enemy soldiers are more vigilant than usual. Once the number in the Phase Gauge reaches zero, the game will switch back to Normal Phase.

RADIO

During gameplay, press the **[SELECT] button** to enter Radio Mode. Radio Mode allows Snake to talk to a variety of support characters. Each of these specialists will provide Snake with valuable information such as tactical hints. If you become stuck of simply have something on your mind, use Radio Mode to give your comrades a call.
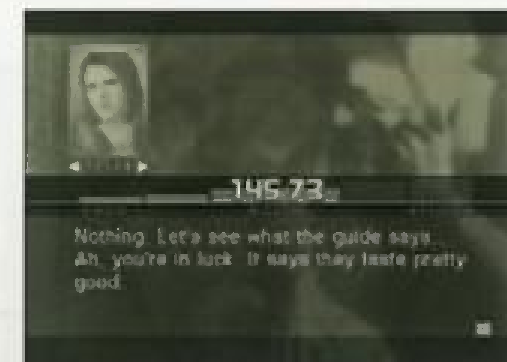
HOW TO USE THE RADIO

1. During gameplay, press the **[SELECT] button** to enter Radio Mode.
2. Press left and right on the **left analog stick** or the **directional buttons** to adjust the frequency.
3. Press the ◉ **button** to begin transmission. If an invalid frequency has been selected there will be no response. Even if a valid frequency has been selected, circumstances on the receiver's end may prevent them from responding.
4. Press either the **[SELECT] button** or the ✖ **button** when not engaged in conversation to exit the Radio Mode.

SELECTING A CONTACT FROM MEMORY

Pressing down on the **left analog stick** or **directional button** brings up the Memory Window, which displays a list of contacts Snake has called in the past. Use the **left analog stick** or the **directional buttons** to select the desired contact. Then, press the ◉ **button** to confirm the selection and initiate contact.
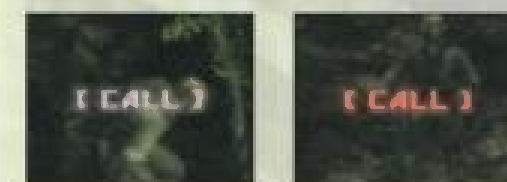
When Snake receives a radio call from a contact, a white "CALL" sign will be displayed at the top of the screen. Press the **[SELECT] button** while the "CALL" sign is displayed to answer the CALL. CALLs are an important source of information that will aid Snake in completing his mission. Be sure to answer them whenever possible. If a CALL is especially urgent, a red "CALL" sign will be displayed, and Snake will automatically enter Radio Mode.

The game can be saved by contacting Para-Medic via the radio.

LIST OF FREQUENCIES

140.96	SAVE
Contact Para-Medic to save the game.

145.73	Para-Medic
Provides Snake with medical advice and information on local plants and animals.

141.80	The Boss
A good source of information on how to use weapons and equipment as well as survival techniques.

SURVIVAL VIEWER

Press the **[START] button** during gameplay to open the Survival Viewer. The Survival Viewer contains everything Snake needs to survive in the jungle. Use it to adjust settings, eat food, heal up, or view the map.

Camouflage
Select camo/uniform & face paint
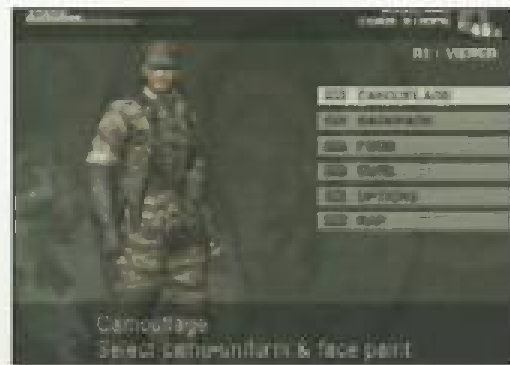
CAMOUFLAGE	Camouflage Snake by changing his uniform and face paint.
BACKPACK	Change the weapons and items Snake carries on him.
FOOD	Eat food.
CURE	Perform medical treatment.
OPTIONS	Change game settings.
MAP	View the map.

*Note: Some items may not be available depending on the game progress.
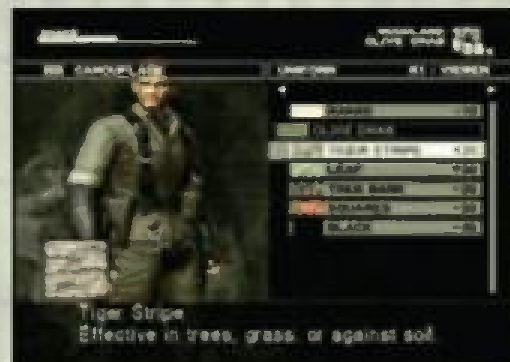
CAMOUFLAGE

Camouflage is divided into two types: "UNIFORM" (clothing) and "FACE" (face paint). Use both of them to your advantage to make Snake indiscernible to the enemy.

Woodland
Best use in forested areas

FACE PAINT

Select "FACE" from the "CAMOUFLAGE" screen. Then, choose the desired pattern and press the ⓞ **button**.

Tiger Stripe
Effective in trees, grass, or against soil

CHANGING UNIFORMS

Select "UNIFORM" from the "CAMOUFLAGE" screen. Then, select the desired uniform and press the ⓞ **button**. The effectiveness of each face paint and uniform in a given environment is expressed as a number. This number shows how much Snake's camouflage will change compared to its current level. The higher the number, the greater the camouflage effect.

BACKPACK

CHANGING WEAPONS AND ITEMS

Newly acquired weapons and items will be stored in the backpack. To use them, Snake needs to take them out of his backpack and carry them with him. Open the "BACKPACK" window in the Survival Viewer to ready weapons and items for use. A list of currently equipped weapons and items will appear when the "BACKPACK" window is opened.
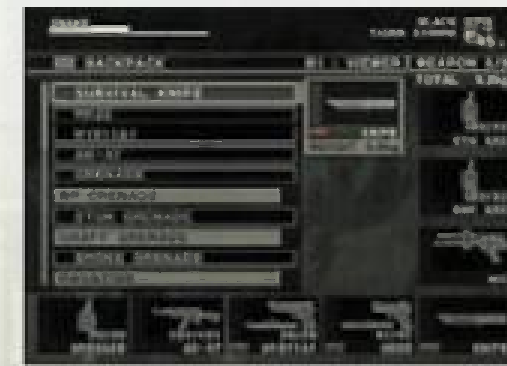
CHANGING WEAPONS

Select "WEAPON" from the "BACKPACK" screen. Then, choose the weapon for Snake and press the ⓞ **button**. To put a weapon back in the backpack, choose the corresponding weapon and press the ⓞ **button**. Up to eight weapons can be taken out of the backpack at a time.

*Note: Returning equipment to the backpack: Open "ITEM" or "WEAPON" in the "BACKPACK" window. Then, hold down the corresponding window button **L2 button** or **R2 button** and press the ⓞ **button** to return the selected weapon / item to the backpack.

WEIGHT: Each weapon and item has a certain weight. The heavier the total weight of the weapons and items Snake is carrying on him, the faster he will burn stamina. If Snake is running low on stamina or food, put items back into the backpack to conserve stamina.

FOOD

When the Stamina Gauge runs low, use the FOOD option to eat something.
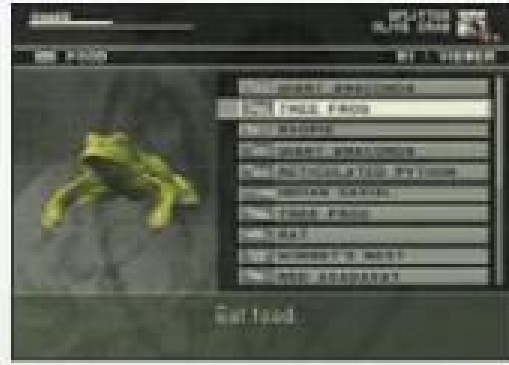
EATING FOOD

Choose the desired food items from the "FOOD" window and select "EAT" to consume it.

DISPOSING OF FOOD

Choose the desired food item from the "FOOD" window and select "DISPOSE" to throw it away.

FOOD STATUS

Live Capture: Will not spoil.

Normal: Ready to eat.

Spoiling: There is a chance Snake will get sick if he eats this.

Spoiled: This will make Snake sick if he eats it.

STAMINA RECOVERY

The amount of stamina recovered depends on the type of food eaten. Snake's reactions after eating serve as clues as to how much stamina he has recovered. Some types of food will go bad over time. Animals captured alive will not spoil, but Snake only has three cages for catching live prey.

CURE

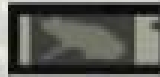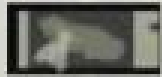When Snake is attacked by the enemy or poisoned by plants or animals, he can recover faster by administering medical treatment. If Snake is wounded, the maximum value of the LIFE Gauge will decrease unless the wound is treated. Use the "CURE" option in the Survival Viewer to heal Snake if he is poisoned or wounded. When Snake recovers from a wound, his maximum LIFE Gauge will increase as well.

There are two types of treatment, medical and surgical. Each has its own uses in treating different types of injuries.

L2 button — Medical treatment
Used to cure poison, etc.

R2 button — Surgical treatment
Treat exterior wounds such as gunshots.
Used to apply bandages, suture wounds shut, etc.

Treatment Process: First, use the **left analog stick** to move the Treatment Cursor to the affected area. The type of ailment will appear when the Treatment Cursor is moved to the affected area. Next, press and hold the **L2 button** or **R2 button**, use the **left analog stick** to select medical items, and press the ● **button** to confirm. The circle surrounding the affected area will shrink if the treatment was successful and will disappear entirely if the area is completely healed. Items used in treatment are consumed in the process (with the exception of the knife and cigar).
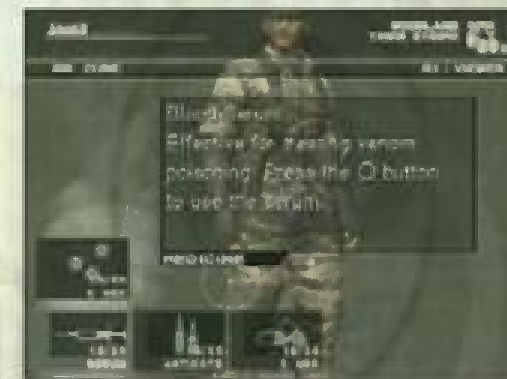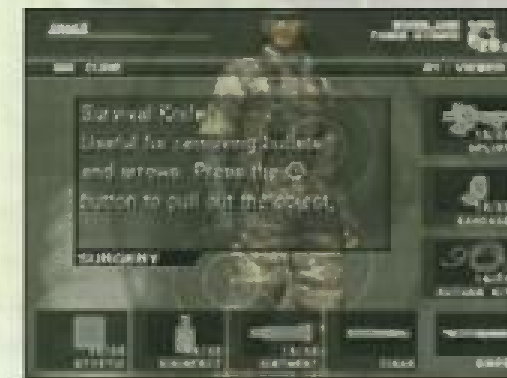
Be sure to keep a good supply of medical items so that treatment can be performed at any time. Enemies carry medical supplies as well, and Snake can acquire medical items from enemies by shaking down their bodies or holding them up.
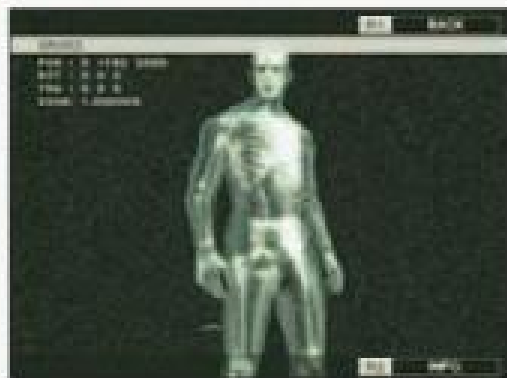
VIEWER

While in the "INDEX", "CAMOUFLAGE", "BACKPACK". or "CURE" windows in the Survival Viewer, press the **R1** **button** to enter "VIEWER" mode, allowing you to view various information about Snake and his items.

left analog stick	Rotate the camera
right analog stick	Move the camera around
	Adjust the X-ray position ("CURE" only)
L1 / **L2** **button**	Increase / decrease the X-ray width ("CURE" only)
△ / ■ **button**	Zoom the camera in / out
R1 / ✕ **button**	Return to the previous screen
R2 **button**	Display condition and history info

The following information can be viewed in "CURE":
- **MEDICAL HISTORY**   Displays a record of treatment performed so far.
- **FOOD HISTORY**   Displays a record of food eaten so far.

*Note: The relevant information for "CAMOUFLAGE" and "WEAPON" are available within their respective screens.

MAP

Select "MAP" from the Survival Viewer to display a map of the area Snake is currently in. The map displays useful information that can help Snake during the missions.

Pay attention to special symbols that may appear on the map. These symbols provide valuable information about Snake's surroundings.

▲	Snake's Position	✦	C3
■	Enemy's Position	⊏	Claymore Mine
■	Eva's Position	▣	Mousetrap (Empty)
▪	Item Box	▢	Mousetrap (Occupied)
T	TNT	✕	Destination Point

When the map is displayed, use the △ and ■ **button** to zoom in and out and the **left analog stick** or the **directional buttons** to change the map display position. If an arrow is displayed at the edge of the map, move the **left analog stick** in the direction of the arrow and press the ⊙ **button** to switch to a map of the neighboring area. If there are multiple floors, use the **R1** and **R2** **button** to switch between them.

WEAPONS AND EQUIPMENT
ACQUIRING ITEMS
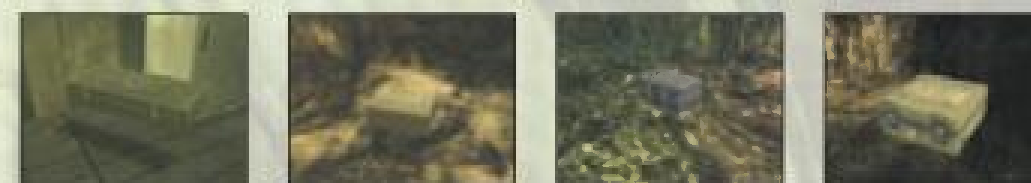
Snake can acquire items by picking up Item Boxes. The contents of an Item Box can be determined by checking the label or looking at the Item Box in First Person View.

Newly acquired items are stored in the backpack. Use the "BACKPACK" option in the Survival Viewer to take items out and ready them for use.

*Note: Snake cannot pick up ammo for weapons he has not yet acquired. Find the corresponding weapon first before picking up the ammo.

SPECIAL WEAPON FEATURES

Some weapons are equipped with special functions. Be sure to use the appropriate weapon for a given situation.

WHEN THE SOUND OF GUNFIRE WILL ALERT THE ENEMY:

ATTACHING / REMOVING A SUPPRESSOR

Certain weapons can be equipped with a suppressor to stifle the sound of the gunshot. Press and hold the **R2** button to open the Weapons Window and press the ⬤ button to attach a suppressor.

But be careful – the suppressor will deteriorate each time it is used. When the indicator shown at the top of the icon reaches zero, the suppressor will no longer silence the gun.
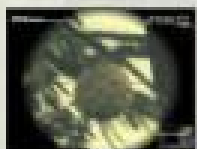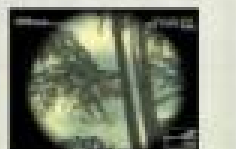
SNIPER RIFLE MAGNIFICATION SETTINGS

The magnification on sniper rifle scopes can be adjusted. Higher magnification settings make far-off targets appear larger, making them easier to hit, Press the ▲ button with a rifle equipped to switch between different magnification settings.

SWITCHING BETWEEN SEMI-AUTO, FULL-AUTO, AND 3-SHOT BURST

Some assault rifles feature multiple automatic firing modes. To get the most out of a rifle, use the best mode for each situation. To switch between firing modes on a rifle, press and hold the **R2** button to open the Weapons Window, select the rifle, and press the ▲ button.

• Semi Auto: Fires one shot at a time. Conserves ammo and allows Snake to aim and shoot one target at a time.

• 3-Shot Burst: Fires three round bursts. Maintains precision while also conserving ammo.

• Full-Auto: Fires continually as long as the ⬤ button (Weapon button) is pressed. Effecting at attacking multiple enemies at once, but accuracy is reduced.

PRIMARY WEAPONS

Survival Knife (KNIFE): A knife. Can be used with CQC. Press the ⬤ button lightly to swing the knife; press harder to thrust.

Easygun (EZGUN): A tranquilizer gun for novices. Can be used with CQC. Equipped with suppressor function and laser pointer sight. Press the **L1** button to zoom in / out.

*Note:** On "VERY EASY" difficulty only, just having it prevents the Camo Index from dropping sharply and speeds stamina recovery.

Mk22 (Mk22) – Suppressed Mk22 (Mk22/SP): A handgun. Fires tranquilizer rounds. Can be used with CQC. Can be equipped with a suppressor. A one-shot reload tranquillizer gun.

M1911A1 (M1911A1) – Suppressed M1911A1 (M1911A1/SP): A .45 caliber handgun. Can be used with CQC. Can be equipped with a suppressor.

Single Action Army (SAA): A revolver. Takes some time to reload. Bullets ricochet when fired.

Fork (FORK): Used the same way as a knife. Can be used with CQC. Press the ⬤ button lightly to swing the fork; press harder to thrust.
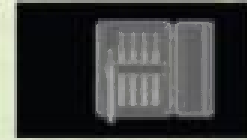
Cigarette-Shaped Narcosis Gun (CIG SPRAY): A sleep gas spray disguised as a cigar. Can be used with CQC. Press once for a single spray. Must be reloaded after five sprays.
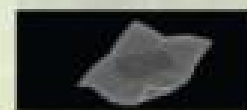
Knockout Handkerchief (HANDKER): A handkerchief soaked in anesthetic. Can be used with CQC. Press the ⬤ button to wave the handkerchief and spread the anesthetic around. Can be used to knock out enemies captured with CQC. The number of remaining uses goes down each time the ⬤ button is pressed or the handkerchief is used in CQC.

Scorpion (SCORPION): A small, hip-fired submachine gun. Equipped with laser pointer sight. Can be set for semi-auto or full-auto aim.

XM16E1 (XM16E1) – Suppressed XM16E1 (XM16E1/SP): A rifle with auto-fire capability. Can be equipped with a suppressor. Can be set for semi-auto, 3-shot burst, or full-auto fire.

AK-47 (AK-47): As assault rifle. Press the **L1** button to aim from the shoulder. Can be set for semi-auto or full-auto fire.

M63 (M63): A light machine gun. A hip-fired machine gun.

M37 (M37): A shotgun. Very powerful when used at close range.

SVD (SVD): A sniper rifle. Also known as the Dragunov. Automatically switches to First Person View when equipped. Effective in long-range attacks. Press the **L1 button** to look through the scope. Scope magnification can be set to 3X or 10X.

Mosin Nagant (MOSIN IN): A sniper rifle that fires tranquilizer rounds. Automatically switches to First Person View when equipped. Press the **L1 button** to look through the scope. Scope magnification can be set to 3X or 10X.

RPG-7 (RPG-7): A rocket launcher. Automatically switches to First Person View when equipped. Press the **L1 button** to look through the scope. Extreme firepower, but takes a while to reload.
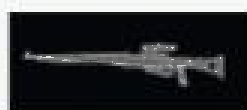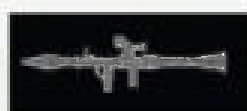
Grenade (GRENADE): A Russian-made anti-personnel fragmentation hand grenade. Press the ● **button** to ready the grenade and release to throw it. The distance thrown depends on how hard the ● **button** is pressed. The grenade detonates about three seconds after it is thrown.

White Phosphorus Grenade (WP G): An incendiary grenade. Upon detonation, bursts into flames and burns enemies in the surrounding area. Fires caused on the ground will continue to burn for a set period of time. Press the ● **button** to ready the grenade and release to throw it. The distance thrown depends on how hard the ● **button** is pressed. The grenade detonates about three seconds after it is thrown.

Stun Grenade (STUN G): A special flash-bang type grenade. Upon detonation, enemies in the immediate vicinity are knocked unconscious, while enemies further away are momentarily stunned. The length of the flash depends on the direction Snake is facing and the distance thrown. Press the ● **button** to ready the grenade and release to throw it. The distance thrown depends on how hard the ● **button** is pressed. The grenade detonates about three seconds after it is thrown.

Chaff Grenade (CHAFF G): An electronic disruption grenade. Disables electronic devices such as enemy radios, motion detectors and active sonar for a set period of time. Press the ● **button** to ready the grenade and release to throw it. The distance thrown depends on how hard the ● **button** is pressed. The grenade detonates about three seconds after it is thrown.

Smoke Grenade (SMOKE G): A smoke-producing grenade. Creates a smoke screen that blocks the enemy's vision and renders them unable to fight. If Snake is caught in the smoke screen, he will cough violently for a while. Press the ● **button** to ready the grenade and release to throw it. The distance thrown depends on how hard the ● **button** is pressed. The grenade detonates about three seconds after it is thrown.
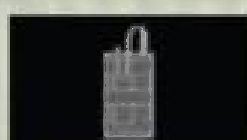
TNT (TNT): A switch-operated bomb. After planting a bomb using the ● **button**, press the ◉ **button** to detonate it. Bombs can only be detonated when TNT is equipped.

Claymore (CLAYMORE): A directional mine. Press the ● **button** to plant. Detonates when an enemy soldier or Snake enters the trigger zone. Claymores can be picked up by crawling over them.

Torch (TORCH): Used for a variety of purposes – to light up an area, to attack, to start fires, or to fend off enemies. Press the ● **button** to light/extinguish the torch. It can also be used as a club. When lit, press the ◉ **button** repeatedly to shoo away bats and other pests. Press the ◉ **button** to swing the torch like a club. Touch and hold the lit end against an enemy to set the enemy on fire.

Magazine (MAGAZINE): An empty ammo magazine. Press the ● **button** to ready, and release to throw. The distance thrown depends on how hard the ● **button** is pressed. Can be used to make noise and divert the enemy's attention.

Book (BOOK): A book filled with sexy photos. Press the ● **button** to place it on the ground. Distracts enemies who come upon it.
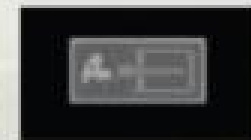
Mousetrap (MOUSETRAP): A stationary trap for catching live prey. Press the ● **button** to set. Traps can be picked up by crawling over them. Trapped animals are turned into food items; the cheese serving as bait is used up.

Directional Microphone (MIC): A microphone tuned to listen in one direction. Automatically enters First Person View when equipped. Can pick up sounds coming from far away enemies and animals, even through walls.

PRIMARY EQUIPMENT

Binoculars (SCOPE): A set of binoculars with adjustable magnification. Allow Snake to scout from a distance. Press the △ / ⬜ **button** to zoom in/out.
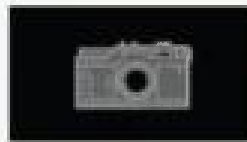
Camera (CAMERA): A camera for taking photos. Press the △ / ⬜ **button** to zoom in/out. Press the ⊙ **button** to snap a photo.

Thermal Goggles (THERM G): A passive infrared vision device. Allows Snake to see through terrain and view the locations of items, enemies, small animals, and traps. Uses up battery power when equipped.

Night Vision Goggles (NVG): A night-vision device that amplifies light. Makes even dark places seem bright. Exercise caution when equipping this item. Viewing a bright object with the night vision goggles burns an afterimage into the screen for a certain period of time. Uses up battery power while equipped.

**Anti-Personnel Sensor (AP SENSOR):** A sensor that detects organic reactions in human beings. When equipped, warns of approaching enemies by vibrating. In First Person View, works only in the direction Snake is facing. Uses up battery power while equipped.

Motion Detector (MOTION D): A sensor that detects moving objects. When equipped, displays the positions of moving humans and animals on the radar in the upper right hand corner of the screen. Stationary objects are not displayed. Uses up battery power while equipped.
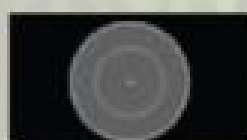
Active Sonar (SONAR): A sensor that uses sound waves to detect the positions of nearby humans and animals. When equipped, press the **[L3] button** (push down on the **left analog stick**) to send out a ping. The positions of nearby humans and animals will appear briefly on the radar in the upper right hand corner of the screen. Since the sonar makes noise, nearby enemies may be alerted to Snake's presence. Exercise caution when using this item.

Mine Detector (MINE D): Detects Claymore mines. Makes a warning sound when a Claymore is nearby. Uses up battery power while equipped.

Key (KEY): A key to open a locked door. There are several different varieties.

Cigar (CIGAR): Snake's cigar. Lights up and produces smoke when equipped. Equipping the cigar causes Snake's LIFE Gauge to go down. Smoking can be hazardous to Snake's health.
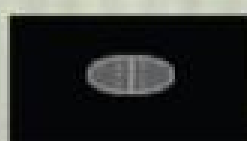
Fake Death Pill (F.DEATH.P): A drug that produces a temporary state of fake death. Open the Item Window and press the ⊙ **button** to use.

Revival Pill (REVIVAL.P): The remedy for the fake death pill. Can only be used after taking the fake death pill. Can be used an unlimited number of times. Because the pill is located inside Snake's back tooth, it does not appear in the backpack.

Pentazemin (PENTAZEMIN): A drug that reduces hand trembling when using guns for a set period of time.

LIFE Medicine (LF MED): A medicine that restores LIFE. Open the Item Window and press the ⊙ **button** to use.

Bug Juice (BUG JUICE): A press-and-spray insect repellent. Open the Item Window and press the ⊙ **button** to spray it on Snake's body. Each use consumes one unit of spray.
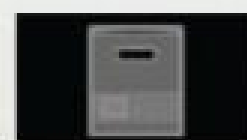
Cardboard Box (C BOX): Equip to hide under a cardboard box and fool the enemy (this will not work sometimes based on the location). Snake can move around while equipped with the cardboard box. There are several varieties.

Crocodile Cap (CROC CAP): A cap resembling a crocodile. When Snake equips this and hides below the surface of the water, the enemy will not notice him.
***Note:** Some items use battery power. All of these items use the same battery; it recharges over time when not being used. The higher the Stamina Gauge, the faster the battery will recharge.

MEDICAL ITEMS

Medical items used in medicinal treatment

Serum (SERUM): Injected. Used to neutralize poison from snake bites.

Antidote (ANTIDOTE): Taken orally. Used to neutralize ingested poison.

Cold Medicine (C MED): Taken orally. Used to cure colds.
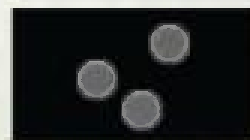
Stomach Medicine (S MED): Taken orally. Used to cure stomachaches.

Medical items used in surgical treatment

Splint (SPLINT): Applied locally. A fastener used to treat broken bones.

Suture Kit (SUTURE KIT): Applied locally. Used to sew up cuts.

Bandage (BANDAGE): Applied locally. Used to treat cuts, burns, gunshot wounds, and broken bones.

Survival Knife (KNIFE): Used to treat gunshot and bolt wounds. The knife is used to dig out the bullet / bolt. Can be used an unlimited number of times.
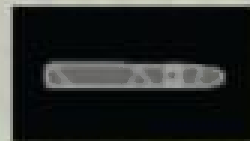
Cigar (CIGAR): Used to burn leeches off. Can be used an unlimited number of times.

Ointment (OINTMENT): Liniment. Used to treat burns.

Disinfectant (DISINFECT): Liniment. Used to treat cuts and gunshot wounds.
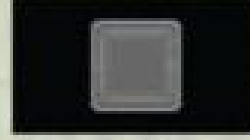
Styptic (STYPTIC): Applied locally. Stops bleeding. Used to treat cuts and gunshot wounds.

*Note: Certain animals yield medical items when captured.

MGS3 SNEAKING MANUAL

Always answer CALLs

Radio CALLs are an important source of information. CALL messages usually contain explanations of game controls, gameplay hints, and other valuable information. CALLs accompanied by a red "CALL" sign are automatically answered, but you should also try to answer CALLs with a white "CALL" sign whenever they come up. In addition, if you become stuck or are unsure about something, do not hesitate to use the radio to ask your contacts for advice.

Avoid combat as much as possible

If the enemy sees Snake and initiates combat, they will call their comrades and attack. Even if Snake manages to win a one-vs.-many battle, he will likely suffer serious damage. To avoid being seen by the enemy, use caution and stay hidden as you proceed. Even if Snake is spotted by the enemy, he can still prevent the enemy from calling for reinforcements by destroying the enemy's radio, putting him to sleep, or swiftly taking him out. The key is not to panic, and to take immediate action.

Keep an eye on the Stamina Gauge

When Snake's Stamina Gauge is depleted, his abilities suffer. The LIFE Gauge recovers more slowly, and Snake's hands shake more when he handles a gun. Always keep the Stamina Gauge and Snake's food supply in mind. Scout each area carefully and capture the plants and animals you find to ensure that Snake always has the food he needs.
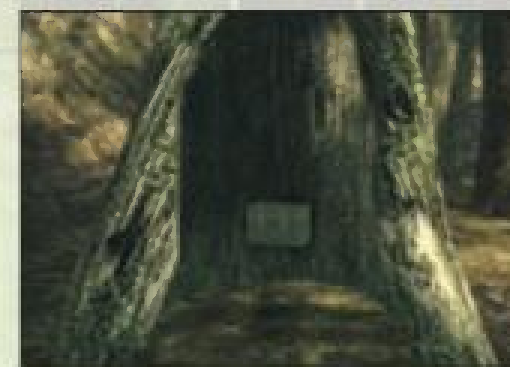
Procuring Items

In a sneaking mission, the weapons and equipment you need to survive are generally procure-on-site. Not all Item Boxes are found out in the open. Some are hidden inside hollow trees, in lockers, and under tables. Use First Person View to investigate suspicious-looking locations. Another good way to get items is by stealing them from enemies .

Use a tranquilizer gun to put enemies to sleep without fighting them

Tranquilizer guns can be used to put a target to sleep. By equipping a suppressor and launching a surprise attack, Snake can proceed without engaging in combat. The time it takes for a tranquilizer round to put a target to sleep depends on which part of the body is hit. To achieve the best results, use First Person View to aim for the enemy's head and heart. A "ZZZ" mark is displayed above the heads of sleeping enemy soldiers. The Zs will disappear one by one over time. When all the Zs disappear, the soldier will wake up.
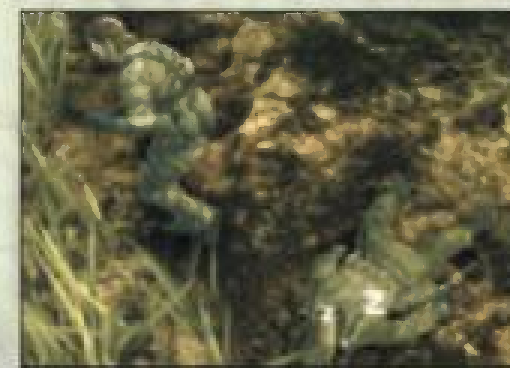
ADVANCED TECHNIQUES
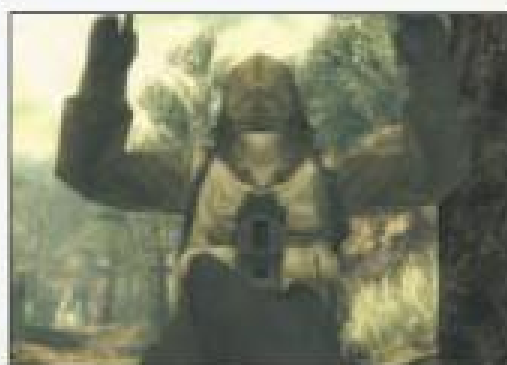
HOLD UPS

By sneaking up on an enemy without being seen and pressing the ⬤ **button** to aim his weapon, Snake can hold the enemy up at gunpoint. Aiming the weapon at an enemy's vital spots during a hold-up will sometimes cause the enemy to panic and give up items. Be careful, however – if Snake lets his guard down during a hold-up, the enemy will seize the opportunity and counterattack. Snake can also hold up an enemy by throwing him using CQC and then pointing a weapon at him while he is sprawled on the ground.

STEALING ITEMS

Shaking down the bodies of unconscious, sleeping, or dead enemies causes them to drop Item Boxes. To shake down an enemy's body, un-equip all weapons and quickly tap the ⬤ **button** to pick up and drop the enemy body.

TACTICAL RELOAD

Snake is defenseless against attacks from enemy soldiers while he is reloading his gun. When a magazine starts to run low on ammo, Snake can change magazines in a split second by quickly pressing the **R2** **button** twice. When using a weapon, always remember to keep an eye on the remaining ammo in the magazine.

JUMPOUT SHOTS
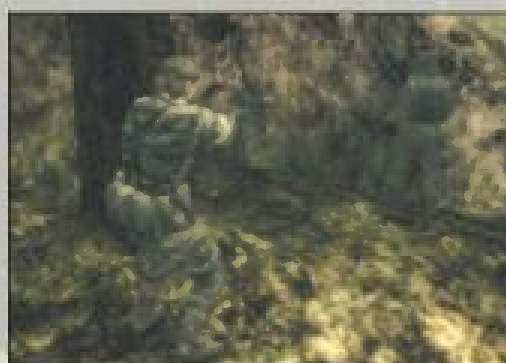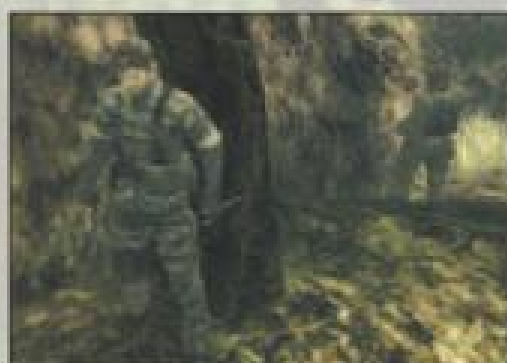
When Snake is pressed up against a tree or the corner of a hallway and the camera is in Corner View, equip a gun and press the ⬤ **button** to jump out from around the corner and point the gun. This technique can be used to quickly move from a hiding position to an attack stance. In addition, grenade-type weapons can be thrown while peeking around a corner.

HANGING CATCH

When one hanging point is located directly above another, Snake can drop down from the upper point and grab onto the lower point. Hang down from the upper point and press the ✕ **button** to let go. Then, as Snake is falling, press the △ **button** near the lower point. This technique is useful when Snake needs to get down to the lower point in a hurry.

USING ENEMIES AS HUMAN SHIELDS

When Snake captures an enemy using CQC and turns toward other nearby enemies, those enemies will hesitate to attack out of fear of shooting their comrade. Take advantage of this opening to attack with impunity by pressing the ⬤ **button**. This technique can be used to help Snake escape when he is surrounded. As long as the ⬤ **button** or ⬤ **button** is held, Snake will keep the enemy in his grasp for a set period of time.

EXTRACTING INFORMATION FROM THE ENEMY

Capture an enemy using CQC and press the **[L3] button** (push down on the **left analog stick**) to threaten the enemy with a knife and interrogate him. In addition to tactical hints and other useful info, some enemies will reveal secrets that cannot be learned anywhere else.

SNAKE | **ZERO** | **THE BOSS** | **PARA-MEDIC**

EVA | **SOKOLOV** | **OCELOT** | **VOLGIN**
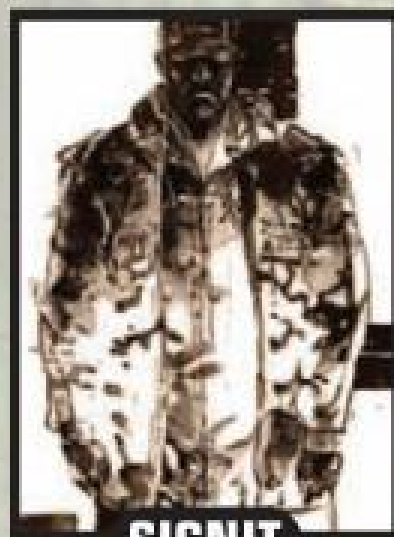
SIGNIT | **THE END** | **THE FEAR** | **THE FURY**
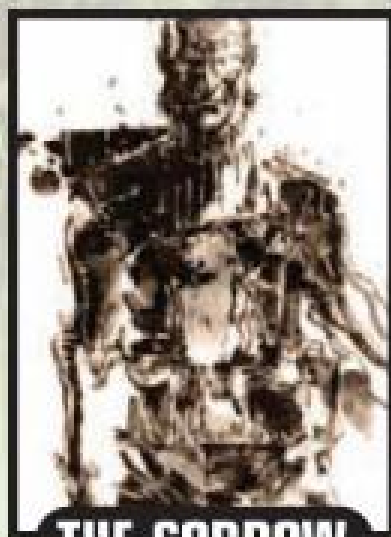
THE PAIN | **THE SORROW**

1939

August	Albert Einstein writes a letter to President Franklin Roosevelt urging the development of atomic bomb.
September	German army invades Poland, setting off World War II.
November	Soviet army invades Finland (the Winter War).

1941

June	German army launches a surprise attack against the Soviet Union (Operation Barbarossa).
July	British army's SAS (Special Air Service) formed.
December	Japanese navy attacks Pearl Harbor.

1942

August	U.S. army's research division begins development of the atomic bomb (the Manhattan Project). Otacon's grandfather participates.
September	Siege of Stalingrad (now Volgograd) begins. In the midst of World War II, The Boss forms the Cobra Unit.
December	Physicist Enrico Fermi succeeds in splitting an atom inside a nuclear reactor.

1943

January	Soviet army emerges victorious in the battle of Stalingrad.

1944

June	Allies land at Normandy (D-Day). V-1 rockets fall on London.

1945

July	First atomic test in history takes place at Los Alamos, New Mexico in the United States.
August	Atomic bombs dropped on Hiroshima and Nagasaki. Otacon's father born. World War II ends.
September	The Democratic Republic of Vietnam declares independence.

1946

February	ENIAC, the world's first computer, completed.

1947

September	CIA (U.S. Central Intelligence Agency) established.
October	Pilot Chuck Yeager breaks the sound barrier in the Bell X1. The Boss disbands the Cobra unit.

1949

April	NATO (North Atlantic Treaty Organization) established.
May	Germany split into East and West.
June	British author George Orwell publishes 1984.
August	U.S.S.R. tests its first atomic bomb at Semipalatinsk, Kazakhstan, becoming the world's second nuclear power.
October	People's Republic of China founded.

1950

June — Outbreak of Korean War (lasts until July 1953). Snake becomes The Boss's disciple.

1951

November — "Buster Dog" atomic test conducted at Area 7 in Nevada, with Army troops participating.

1952

November — U.S. establishes the NSA (National Security Agency).

1953

April — Watson and Crick discover the double-helix structure of DNA.

August — Nikita Khrushchev becomes First Secretary of the Soviet Communist Party.

1954

January — Secretary of State John Foster Dulles announces the New Look policy (the so-called "massive retaliation strategy"). U.S. Navy launches the world's first nuclear submarine, the USS Nautilus.

February — Hydrogen bomb tested on Bikini Atoll.

March — KGB (Soviet Commission for State Security) formed.

May — French garrison of Dien Bien Phu falls, signaling the victory of the Viet Minh. France pulls out of Indochina.

November — Japanese movie **Godzilla** released.

1955

April — Albert Einstein dies, pleading for an end to nuclear weapons.

1957

August — U.S.S.R. successfully launches an intercontinental ballistic missile (ICBM).

October — Soviet Union succeeds in launching the world's first artificial satellite, Sputnik, into orbit (the Sputnik Shock).

1958

January — U.S. launches its first artificial satellite, Explorer 1.

October — NASA (U.S. National Aeronautics and Space Administration) begins operation.

1959

January — Cuban Revolution.

October — Luna 3 moon rocket photographs the dark side of the moon. University of Minnesota professor Mordecai Roshwald publishes the novel Level 7.

December — American movie **On the Beach** released.

1960

May — American U2 spy plane violates Soviet airspace and is shot down over the Ural Mountains. Soviet Premier Nikita Khrushchev announces missile aid to Cuba. South Vietnamese National Liberation Front (NLF) forms.

1961

January — John F. Kennedy assumes office as the 35th President of the United States.

February — U.S. conducts first test of Minuteman intercontinental ballistic missile.

April — U.S.S.R. launches Vostok 1, the first manned spacecraft in history, piloted by Yuri Gagarin.

May — Alan Shepard becomes first American in rocket flight aboard the Redstone Rocket.

August — Construction begins on the Berlin Wall in Germany. American movie **The Guns of Navarone** released.

September — U.S. 5th Special Forces Group, the "Green Berets," activated.

October — U.S.S.R. conducts its first atomic test in space above Russia. Japanese movie **Last War** released.

December — U.S. President John F. Kennedy announces increase in military assistance to South Vietnam. Harry Gregson-Williams born.

1962

January — Navy SEALS formed.

February — U.S. achieves its first manned space flight with the launch of Friendship 7.

October — American U2 spy planes confirm presence of Soviet missiles in Cuba, precipitating the Cuban Missile Crisis. Sokolov sent back to U.S.S.R.

December — U.S. Mars rocket Mariner 2 approaches Mars and begins sending back survey data. U.S. begins producing "Davy Crockett" portable nuclear missiles.

July — Kyle Cooper born.

1963

February — U.S. and U.S.S.R. sign Hotline Agreement, establishing a direct telephone hotline between the American and Soviet leaders.

June — British spy James Bond makes his first movie appearance in "Doctor No."

August — U.S., U.K., and U.S.S.R. sign the Partial Test Ban Treaty (PTBT) in the Kremlin (banning atmospheric, space-based, and underwater testing of nuclear weapons). Movie **The Great Escape** released.

Hideo Kojima born.

November — U.S. President John F. Kennedy assassinated. Lyndon B. Johnson becomes President. John le Carre publishes **The Spy Who Came in from the Cold**.

Deaths from Vietnam War in 1963
South Vietnamese army: 8,100. NLF: 20,600. U.S. military: 78.

LATE 1963 10,000 U.S. military advisers stationed in Vietnam. 100,000 South Vietnamese civilians serving U.S. military.

1964

April — James Bond movie **From Russia with Love** released.

July — U.S. President Lyndon Johnson signs the Civil Rights Act into law.

August — Gulf of Tonkin incident. Snake sent to Tselinoyarsk to rescue Sokolov.

September — First test flight of XB70, a heavy bomber capable of Mach 3.

October — Tokyo Olympics held. U.S.S.R. sends 3 cosmonauts into space aboard the Voskhod 1.

December — Motosada Mori born.

DISC 2: PERSISTENCE

Disc 2 features an all-new Online Mode, the return of Snake Vs Monkey, and versions of the original Metal Gear and Metal Gear 2 Solid Snake – the games that started it all!
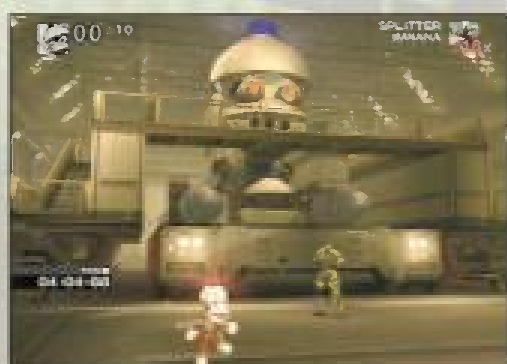
STARTING THE GAME
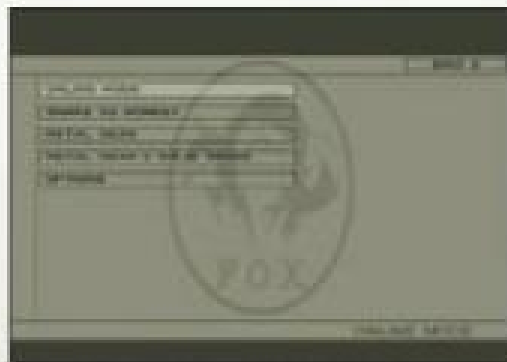
At the Title Screen, press the **[START] button** to bring up the Title Menu. Move the **left analog stick** or **directional buttons** ⬆ and ⬇ to highlight menu items and press the ◉ **button** to confirm your choice.
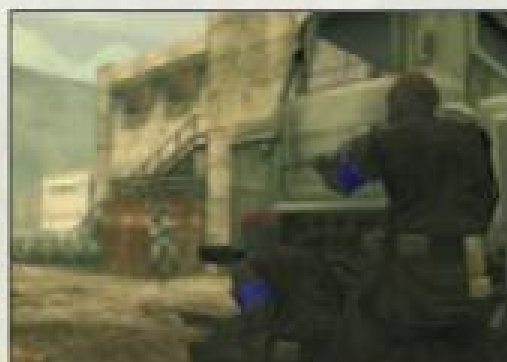
ONLINE MODE: Go online and test your sneaking and combat skills against the best players around.

SNAKE VS MONKEY: Play a special monkey-catching game where you control Snake as he tries to catch all the monkeys in each stage.
*Note: This mode contains no scenes of graphic violence or gore and is suitable for all ages to play.

METAL GEAR: Play the original MSX console version of the first Metal Gear, released in Japan in 1987.

METAL GEAR 2 SOLID SNAKE: Play the original MSX console version of the sequel to Metal Gear, released in Japan in 1990.

OPTIONS: Change various game settings.

*Note: Upon starting or resetting the console, Game Disk 2 will check the memory card (8MB)(for PlayStation®2) for single player game data. If the single player game has been completed, additional content will be unlocked in Game Disk 2. In order to have a different memory card (8MB)(for PlayStation®2) accessed after Game Disk 2 has already started, you must insert the memory card (8MB)(for PlayStation®2) and then restart or reset the console.

SETTING UP THE HEADSET (OPTIONAL)

Metal Gear Solid® 3 Persistence™ is compatible with the USB headset (for PlayStation®2).

The headset connects to either one of the USB (Universal Serial Bus) connectors located on the front of your PlayStation®2 computer entertainment system. With the USB symbol facing UP, insert the cable into one of the USB connectors.

OPTIONS

Change various game settings.

VIBRATION: Turn the controller vibration ON / OFF.

BLOOD: Turn blood effects ON / OFF.

DOLBY® PRO LOGIC® II: Turn Dolby Pro Logic II sound ON / OFF.
This game is presented in Dolby Pro Logic II. Connect your game console to a sound system with Dolby Pro Logic, Dolby Pro Logic II, or Dolby Pro Logic IIx decoding to experience the excitement of surround sound. You may also need to select Dolby Pro Logic II from the audio options menu of the game.

OWN VIEW: Switch between NORMAL and REVERSE (inverted) camera control for First Person View Mode.

CAMERA MODE: Switch between 3RD PERSON VIEW and NORMAL Camera Modes.
Metal Gear Solid® 3 Subsistence™ incorporates a new Third Person Camera Mode that gives you the ability to play the game with complete control over the camera. In Third Person Mode, you can use the right analog stick to rotate, pan and tilt the camera to get a complete view of your surroundings. You can also switch between the traditional Normal Mode and the new Third Person Mode during gameplay by pressing the **[R3] button**.

CAMERA UP / DOWN: Switch between NORMAL and RVERSE (inverted) up / down controls for Third Person Camera Mode*.
CAMERA LEFT / RIGHT: Switch between NORMAL and RVERSE (inverted) left / right controls for Third Person Camera Mode*.
*Note: When playing in Normal Mode, these options are not applicable.

CAPTIONS: Turn Captions ON / OFF.

LANGUAGE: Select between ENGLISH and SPANISH language.

SCREEN ADJUSTMENT: Adjust the positioning of the screen.

BRIGHTNESS ADJUSTMENT: Display guidelines for adjusting the brightness on the television set.

EXIT: Return to the previous screen.

USING THE ON-SCREEN KEYBOARD TO ENTER DATA AND CHAT

When data entry is required, the on-screen keyboard displays automatically.

- Press the **directional buttons** to highlight a key, and then press the ⊚ **button** to enter the character in the field.
- Press the ⊗ **button** to delete a character in the field.
- Press the **L2 button** to move the cursor left.
- Press the **R2 button** to move the cursor right.
- Tap the **R1 button** to toggle between Caps and characters.
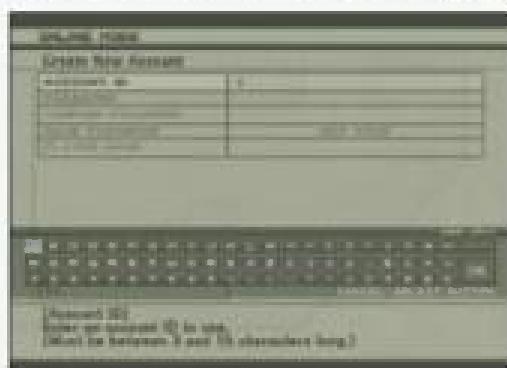- Press the **[SELECT] button** to cancel and back out.
- Select OK to enter data and continue.

*Note: You can use an optional USB keyboard to enter data and chat. Once connected, press a key on your keyboard to activate it in data entry or chat situations.
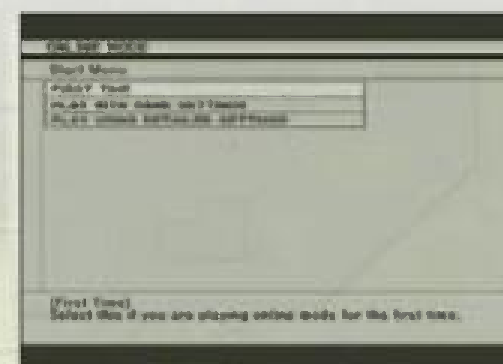
ONLINE MODE

A first for the Metal Gear series, go online and play with – and against – others in a variety of intense game modes from stealthy sneaking missions to all out deathmatch action. When you're ready to go online, highlight ONLINE MODE and press the ⊗ **button**.

LOADING GAME SETTINGS

When you first connect to the network, you can choose to load your **Metal Gear Solid® 3 Subsistence™** previously saved game settings. Select YES if you want to load your settings or select NO if you want to access the Online Mode without loading your settings or if you haven't yet created them. Use the **left analog stick** or **directional buttons** ⬆ / ⬇ to highlight a choice and press the ⊗ **button** to confirm your selection.

START MENU

At the Start Menu Screen, you can choose from three different options to go online.

First Time: Select this option if you are playing the Online Mode for the first time or you want to make more than one account.
*Note: A single memory card (8MB) (for PlayStation®2) can only hold up to three accounts.
Play with Same Settings: If you've previously connected to the network using the Online Mode, and your settings have been saved to memory card (8MB) (for PlayStation®2), select this option to quickly connect and play. Once selected, your previously saved game settings will be displayed and you will be asked if you want to begin playing using these settings. Select YES and press the ⊚ **button** if you want to continue, or choose NO to return to the Start Menu.
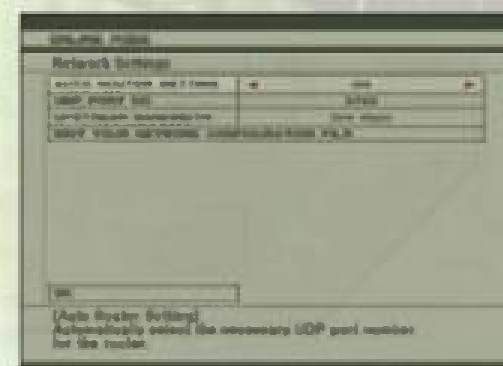
Play Using Detailed Settings: Play using detailed settings by configuring your Network and Account settings before starting the game. Once selected, the Network Menu will be displayed and you can choose to connect to the network or edit your Network Settings. If you choose to edit your Network Settings, you will be taken to the Network Settings Screen and the following options will be available:

- **Auto Router Setting:** Automatically select the necessary UDP port number for the router by toggling this option ON / OFF.
- **UDP Port No:** Set the UDP port number for the PlayStation®2 console.
  *Note: If you set your Auto Router Setting to ON, the UDP port number on your PlayStation®2 console will automatically be set to the router.
- **Upstream Bandwith:** Upstream bandwith limit settings.
- **Edit Your Network Configuration File:** Exit the Start Menu and go to the Start-Up Network Configuration application to edit your file.

*Note: If you have already created a valid network configuration using the PlayStation®2 Network Adaptor Start-Up Disc or network start-up application for another online PlayStation®2 game and have the memory card (8MB)(for PlayStation®2) containing that configuration in your PlayStation®2 console, skip the next section and review the remaining sections.

CREATING A NETWORK CONFIGURATION

Before you can play **Metal Gear Solid® 3 Subsistence™** online, you must have a valid network configuration saved to a memory card (8MB) (PlayStation®2). If you have already created and saved a network configuration using the PlayStation®2 Network Adaptor Start-Up Disk, you are good to go. If not, you can use the Network Configuration application on your **Metal Gear Solid® 3 Subsistence™** disc.

*Note: For more detailed information on creating a Network Configuration, see the PlayStation®2 Network Adaptor Start-Up Disc Instruction Manual.

To Create a Network Configuration using the application on the **Metal Gear Solid® 3 Subsistence™** have your Internet Settings ready for reference and follow the steps below:

1. Make sure a memory card (8MB) (PlayStation®2) is inserted into a MEMORY CARD slot on your PlayStation®2 console.

2. On the Main Menu, select ONLINE MODE. If no suitable network configuration is saved to your memory card (8MB) (for PlayStation®2), highlight EDIT CONFIGURATION, and press ⊗ **button** to launch the Network Configuration Utility to create one.

3. Select Add Setting, and select MEMORY CARD slot 1 or 2.

- Press the **directional button** ↑ / ↓ to highlight a menu option and ➡. to accept settings and advance to the next screen.

- If you change your mind about a setting, press the **directional button** ⬅ to return to the previous screen or ◉ **button** to return to the Network Configuration main menu.

4. On the Hardware Settings screen, select SCE/Ethernet (Network Adaptor). If you are using a different type of network adaptor, please consult its manual.

- Press △ **button** to open the Advanced Settings Menu if necessary. It is highly recommended you leave this setting to Auto-Detect unless you are sure of a different setting.

5. Select OK at the Prompt and proceed with entering settings. Are a User ID and Password required to connect to the internet through your ISP (Internet Service Provider)? Select Required or Not Required. If required, enter the User ID and Password. **Note**: Some ISPs require a username and password for e-mail, but allow you to connect to the internet without them.

6. Set the IP Address if needed.

- The usual setting is Auto and you are not required to enter an IP Address, which is automatically assigned using DHCP (Dynamic Host Configuration Protocol). However, a DHCP host name may also be required. If so, press △ **button** to open the Advanced Settings and enter the host name. If your ISP requires a "static IP address", select Manual and enter the IP Address. In addition to the IP Address, you must enter the Netmask and probably the address of the Default Router. Check with your ISP if you are not sure about any of these numbers.

7. Set the DNS Address if needed. The usual setting is Auto and you are not required to enter the IP Address of the Domain Name Server. If required, select Manual and enter primary and secondary addresses.

8. You are almost finished. On the Name the Setting screen, press ⊗ **button** to display the Virtual Keyboard if you want to give your network configuration a specific name. Press the **directional button** ➡ and press ⊗ **button** to save your new setting with the default name. You will be prompted to "Test the Connection" prior to exiting the Setting Guide Mode. This is optional, but recommended. Select OK at the prompt to return to the Network Settings screen. Select ◉ **button** to exit the Network Configuration Utility.

GET CONNECTED TO METAL GEAR SOLID® 3 SUBSISTENCE™

Use of the online portion of this game is subject to the terms and conditions under the DNAS End User License Agreement located within the game. A full copy of the User Agreement is available at: http://www.us.playstation.com/useragreement.aspx?id=1

1. On the Title Menu select "ONLINE MODE" and press the [◉ **button** to continue. If you have a saved network configuration on a memory card (8MB)(for PlayStation®2), the Start Menu Screen will be displayed. If you do not have a network configuration, you will be asked if you would like to create one now.

2. At the Start Menu, select an option and press the ◉ **button** to continue to the "DNAS" End User License Agreement. Please read the User Agreement then highlight AGREE and press the ◉ **button** if you agree to the terms.

3. Select your saved network configuration to connect to the network. Once you're connected online, please read the Online Mode Terms of Use Agreement then highlight AGREE and press the ◉ **button** to if you agree to them.

*Note: You must agree to both the terms of the User Agreement and the Online Mode Terms of Use Agreement to connect to **Metal Gear Solid® 3 Subsistence™** .

4. At the Create New Account Screen, create an ACCOUNT ID, PASSWORD and PLAYER NAME. Confirm your password, then highlight SAVE PASSWORD and choose SAVE or NOT SAVE with the **left analog stick** or **directional buttons** ⬅ and ➡. Selecting SAVE will save your password to the memory card (8MB)(for PlayStation®2). This is highly recommended. Select OK to save your settings and continue to the Lobby Screen.

*Note: Account IDs / Player Names must be between 3 and 15 characters long and Passwords must be between 6 and 12 characters long. Be sure to write down or remember your password. Lost passwords cannot be retrieved by Konami Consumer Services.

5. If the player name you have selected is available, you will be prompted to register the account. Press the ◉ **button** to register that player name. If you receive an incorrect password error, someone has already registered that player name and you must select a new one.

*Note: You can also choose from a list of accounts saved to memory card (8MB) (for PlayStation®2), as well as edit accounts from the Account List. A new account will appear on the "Account List" and up to three accounts can be saved onto a single memory card (8MB) (for PlayStation®2). Choose the account you would like to use by selecting CHOOSE ACCOUNT, then press the ◉ **button** to confirm your choice.

6. At the Lobby Screen, highlight a Lobby to connect to and press ◉ **button** to join and be taken to the Lobby Menu. Select QUICK JOIN to select a rule type and quickly get into an available game or select JOIN GAME from an available host list.

7. If you choose QUICK JOIN, you will be able to select from a set of mission rule types. Use the **left analog stick** or **directional buttons** ⬅ and ➡ to select the game rules then highlight OK and press ◉ **button** to join the game. If you receive notification that there are currently no available games with the specified rules, press ⊗ **button** to back out and select another.

8. If you choose JOIN GAME, you will be taken to the Join Game Screen where you can select an available game to join from a list of games that are currently being hosted. Use the **left analog stick** or **directional buttons** ⬅ and ➡ to select a game set up to your liking, press ◉ **button** confirm your choice, then highlight JOIN GAME and press ◉ **button** to join the game and be taken to the Staging Area where you can select your team and weapon load-out before entering the battlefield. When you're ready to play, press ◉ **button**.

LOBBY SELECTION
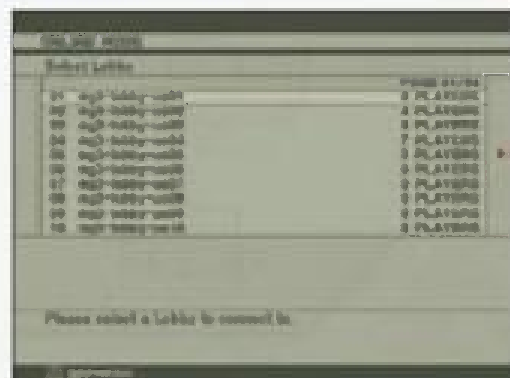
At the Lobby Screen, you will be presented with a list of lobbies from which to choose. Use the **left analog stick** or **directional buttons** ⬆ and ⬇ to select an available lobby. To cycle between lobby screens, press the **left analog stick** or **directional buttons** ⬆ and ⬇. Press the △ **button** to refresh the screen. Select the Lobby you want to connect to, then press the ◎ **button** to confirm your choice. The number of people presently connected in each lobby is displayed on the right side of the screen

LOBBY MENU
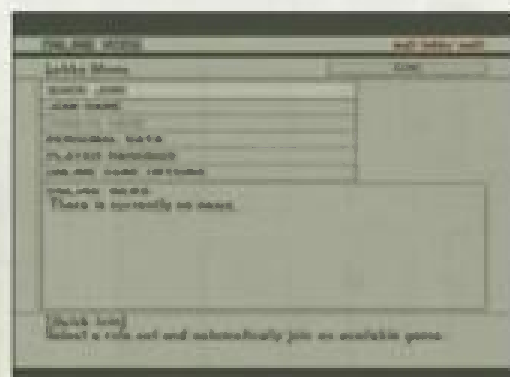
Use the **left analog stick** or **directional buttons** ⬅ and ➡ to highlight your selections, then press ◎ **button** to confirm. Relevant "ONLINE NEWS" will be displayed in the box at the bottom of the screen to keep you up to date of the latest news and events on the server.

Quick Join: Select the game rules and then automatically join a game.

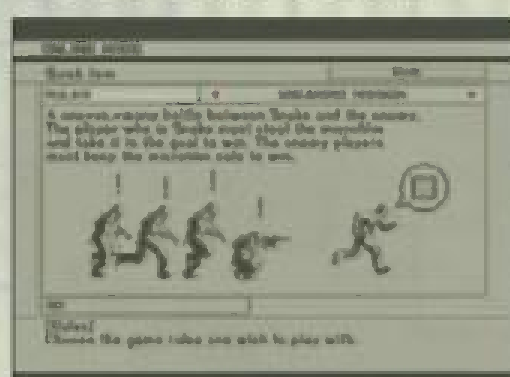**Join Game:** Choose a game you want to join from the host list.

Create Game: Create and host a game yourself.

Personal Data: Check your battle record, your friend list, and your blacklist.

Player Ranking: Displays the ranking list.

Online Game Options: Change your in-game controls and display settings.

QUICK JOIN GAME

Use the **left analog stick** or **directional buttons** ⬅ and ➡ to highlight one of five rules sets and automatically join a game. When you're ready to join, press the ◎ **button** on to quickly be assigned to a host who is using that rule set. For more information, see page 57.

JOIN GAME

1. The Host List will be displayed. Decide for yourself which host's game you want to join, then press ◎ **button**. Press the △ **button** to refresh the screen and the **[START] button** to access the List Menu. For more information, see Host List Functions below.

2. The Host Menu will be displayed. Move the **left analog stick** or **directional buttons** ⬆ and ⬇ and press ◎ **button** to confirm your choice.

Join Game: Join the game the host has created.

Host List: Confirm the game rules / map / specific setting for the game the host has created.

Joined Player List: A list of players who are currently in the game created by this host is displayed here. You can highlight each player and press the press the ◎ **button** to check their battle statistics, friend list, and blacklist.

NETWORK STATUS

The color next to each host name on the Host List indicated their network status.

- **Red:** A host with a weak network connection status
- **Yellow:** A host with an average network connection status
- **Blue:** A host with a strong network connection status

SPECIFIC SETTING ABBREVIATIONS

LK LK: Entry to this game is locked. You need a password to join this game.

WP WP: Weapon use limits enabled.

FF FF: Friendly fire enabled.

VC VC: Voice chat enabled.

HOST LIST FUNCTIONS

By pressing the **[START] button** on the Host List Screen, you can call up a quick menu to perform a more efficient search of the host list.

Filter Host List: Set host list display restrictions

Sort Host List: Set the order in which hosts in the list are displayed.

Player Search: Search all currently connected players in all Lobbies.

Friend Search: Search all currently connected friends in all Lobbies.

FRIEND LIST / BLACKLIST

You can put your friends and players you are interested in on your "FRIEND LIST." At the same time, you can put players you don't like on your "BLACKLIST." Players who appear on your friend list or blacklist will have a mark by their name on your account list, making it easier to identify them among other players. When viewing the host list display, you will see marks based on whether there are currently players in your friend list or blacklist in the game.

KP_Raiden (white mark in upper corner): This mark indicated that someone on your Friend List is in the game.

KP_Ocelot (dark mark in lower corner): This mark indicated that someone on your Blacklist is in the game.

CREATING A GAME

Host your own channel and create your own game.

1. When you first become a host, you will be asked to enter basic information about your game.

Host Name: Enter name for your host. The default will be your account name.
Password Lock: If you want to limit the players who can join your game, set a password here. This will make it so that only people who know the password can join the game.
Comment: Enter information that other players might need to know here.

2. Set your play rules and map number at the Set Rules / Map List. Select the item you'd like to edit, then select the rule set or map. Once you've entered your data, the next set of choices will be displayed.

Edit Parameters: Edit the rules and location of an existing match.
Add Parameter: Insert a new match into the queue.
Remove Parameter: Delete the selected match from the queue.

3. Set detailed game rules with the Detailed Settings option.

GENERAL ITEMS

Host Only: As a host, you run the game, but if you don't want to join it as a player, set this item to "ON." If not, set it to "OFF."

RED Team: Choose whether the Red Team is GRU Squad, KGB Squad, or Ocelot Unit.
• Blue Team cannot have the same selection.

BLUE Team: Choose whether the Blue Team is GRU Squad, KGB Squad, or Ocelot Unit.
• Red Team cannot have the same selection.

Unique Characters: Decide and change settings for whether or not characters with special abilities will appear in the game. What unique character appears depends on each squadron.
*You can only have one unique character per squadron.

"????": (If a certain event happens, this option will be selectable).

Max Number of Players: Set the highest number of players the game will support at one time (2-8).

Vs. Rating Restriction Limit membership in your game based on Vs. Ratings.
• **Off:** Does not impose limits based on ratings.
• **Above Standard Vs. Rating:** Only allow players with a Vs. Rating higher than the one set.
• **Below Standard Vs. Rating:** Only allow players with a Vs. Rating lower than the one set.

Set Vs. Rating: If you have Vs. Rating Restriction enabled, this is the standard that the Ratings will be compared to (100-9900).

Weapon Restrictions: Impose limits on usable weaponry.
• **None:** No weapon limitations.
• **No Primary Weapons:** Primary weapons cannot be used.
• **No Secondary Weapons:** Secondary weapons cannot be used.
• **No Support Weapons:** Support weapons cannot be used.
• **Primary Weapon & Knife:** Only primary weapons and knife can be used.
• **Secondary Weapon & Knife:** Only secondary weapons and knife can be used.
• **Support Weapon & Knife:** Only support weapons and knife can be used.
• **Knife Only:** Only knife can be used.

Friendly Fire: Makes it so that players can be hurt by attacks from allies.

Teamate Killer Kick: This setting forces a player who kills members of his own team more than a certain number of times to be ejected from the game. Set this to OFF, or set the number of team kills before a member is kicked.

Idle Kick: This setting forces a player who sits idle and is not playing for a certain period of time to be ejected from the game. Set this to OFF, or set the amount of time before a member is kicked.

Voice Chat: Sets whether or not the USB headset can be used to chat.

Team Auto-Balance: Adjust this setting to prevent one team from outnumbering the other by more than a set margin.

Sneaking Mission Settings: Set the options for the Sneaking Mission rule set.
• **Round Time:** Set the amount of time to play per round.
• **Number of Rounds:** Sets how many rounds make up a game.

Capture Mission Settings: Set the options for the Capture Mission rule set.
• **Round Time:** Set the amount of time to play per round.
• **Number of Goals:** Sets how many goals a team must achieve to win.

Rescue Mission Settings: Set the options for the Rescue Mission rule set.
• **Round Time:** Set the amount of time to play per round.
• **Number of Missions:** Sets how many victories a team must achieve to win the game.
• **Ghost Mischief:** Determines whether or not tricks can be played by ghosts (dead players).

Team Deathmatch Setting: Set the options for the Team Deathmatch rule set.
• **Round Time:** Set the amount of time to play per round.
• **Number of Team Victories:** Sets how many victories a team must achieve to win the game.
• **Starting Number of Tickets:** Sets how many kills a team must score to win a round.

**Deathmatch Settings:** Set the options for the Deathmatch rule set.
• **Round Time:** Set the amount of time to play per round.

Once you've configured the settings to your liking, choose the "OK" option, select YES to confirm, and press the ◉ **button** to continue.

PERSONAL DATA / PLAYER RANKING

PERSONAL DATA

Data for each of your accounts: your battle record, your friend list, your blacklist, and your server settings are listed on the Personal Data Menu. You can delete entries in your friend / blacklist from the menu here as well.
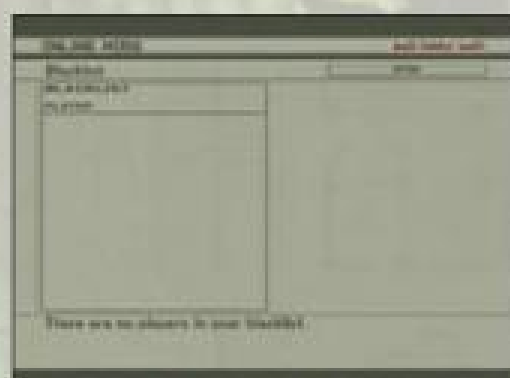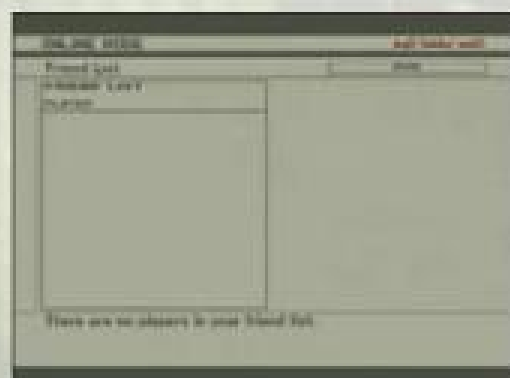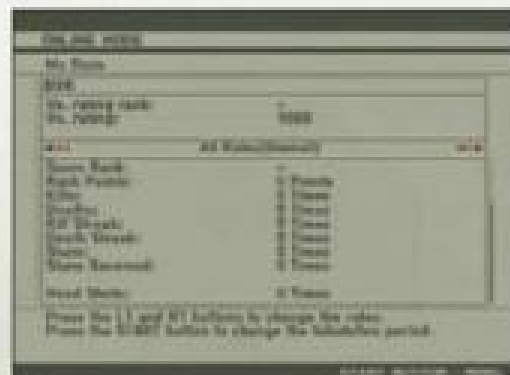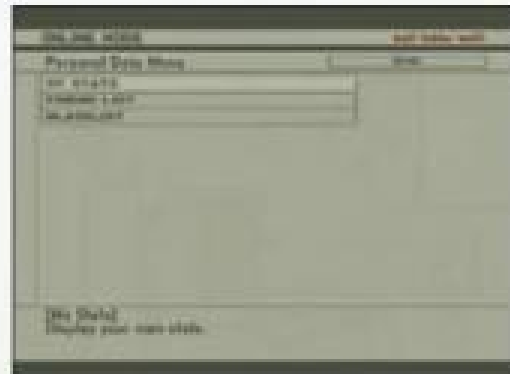
My Stats: Display your own stats.
- Press the `L1` and `R1` buttons to cycle through the statistics for the different rule sets.
- Use the **left analog stick** or **directional buttons** to cycle through the list of stats.
- Press the **[START] button** to change the tabulation period (OVERALL / THIS WEEK)

Friend List: Display your current friend list. Choose a name on your friend list and press the ● **button** to see that player's battle record or delete them from your list.

Blacklist: Display your current blacklist. Choose a name on your blacklist and press the ● **button** to see that player's battle record or delete them from your list.

PLAYER RANKINGS
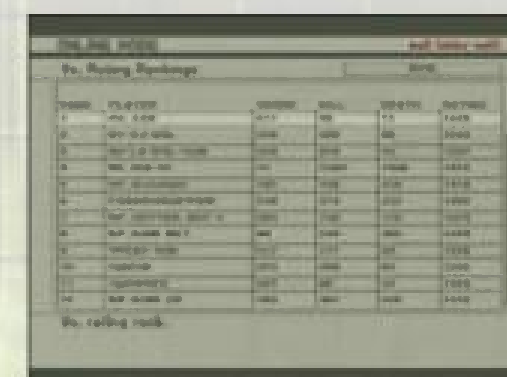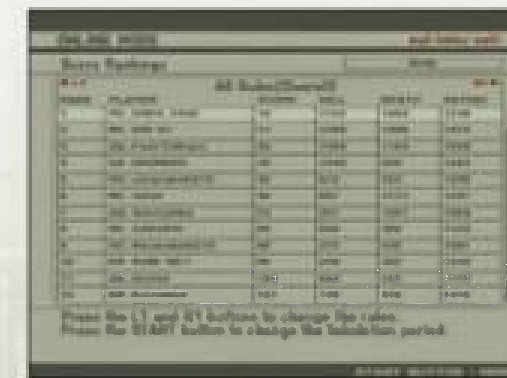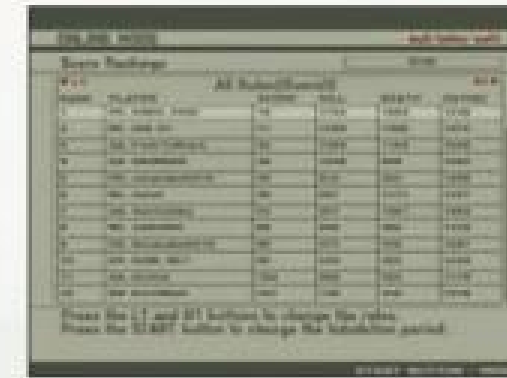
Shows your current ranking. There are two kinds of rankings.

Score Rankings: Displays your average ranking based on the score you've acquired during play. You can view this as all rules overall, or separately by pressing the `L1` and `R1` buttons to cycle through them. You can also divide them into the groupings by changing the tabulation period (OVERALL / THIS WEEK) by pressing the **[START] button**.

VS. Rating Rankings: The amount by which this ranking goes up or down depends on the level of the players you were facing.

ONLINE GAME OPTIONS
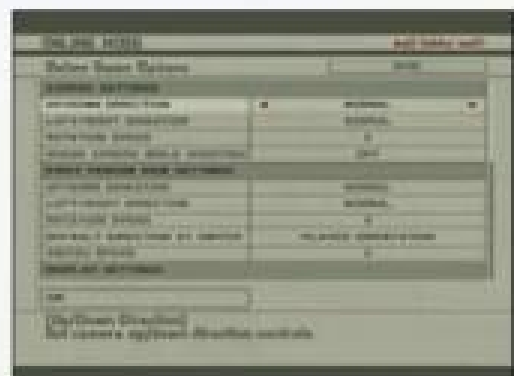
Access this menu to configure in-game control and display settings.

CAMERA SETTINGS
Up / Down Direction: Toggle the camera's up / down movement between NORMAL / REVERSE.
Left / Right Direction: Toggle the camera's left / right movement between NORMAL / REVERSE.
Rotation Speed: Set the camera's rotation speed. The higher the value, the faster the camera will rotate.
Chase Camera While Shooting: Toggle whether the camera follows the player from behind while shooting ON / OFF.

FIRST PERSON VIEW SETTINGS
Up / Down Direction: Toggle the camera's up / down movement between NORMAL / REVERSE.
Left / Right Direction: Toggle the camera's left / right movement between NORMAL / REVERSE.
Rotation Speed: Set the camera's rotation speed. The higher the value, the faster the camera will rotate.
Default Direction at Switch: Toggle the default camera direction when switching to First Person View between PLAYER ORIENTATION / CAMERA ORIENTATION.
Switch Speed: Sets the speed used when switching to First Person View. The higher the value, the faster the speed.

DISPLAY SETTINGS
Name Tags: Toggle display of other player's names and statuses ON / OFF.

WEAPON / EQUIPMENT SWITCH
Weapon Switch: Set the weapon switch action triggered by quickly pressing the `R2` **button** once.
- **Cycle:**   Swap between weapons in three slots.
- **Equipped / Bare Hands:**   Changes between presently equipped weapon and a backup.
- **Flashback:**   Changes between the weapon you previously had equipped and the one you currently have equipped.

Equipment Switch: Set the equipment switch action triggered by quickly pressing the `L2` **button** once.
- **Cycle:**   Swap between equipment in three slots.
- **Equipped / Bare Hands:**   Changes between presently equipped equipment and a backup.
- **Flashback:**   Changes between the equipment you previously had equipped and the one you currently have equipped.

SIMPLE CHAT SETTINGS
Use a USB keyboard to set often used keywords to the function keys. Choose the key you want to use and press the ● **button**, then input the chat text using either the on-screen keyboard or USB keyboard. For more information on the On-Screen Keyboard, see page 45.

ONLINE GAME SCREEN LAYOUT

LIFE Gauge: When your LIFE Gauge reaches 0, you die.

Stamina Gauge: When your Stamina Gauge reaches 0, you become exhausted.

Equipped Weapon: Displays the weapon you have currently equipped.

Equipment: Displays the equipment you have currently equipped.

Round Time: Displays the time remaining in the round.

Radar: A radar that displays the location and directions of your targets, goals, and team members.

Information Log: Displays important information including communication through keyboard chat, kill count, etc.

Ticket #s: While using Team Deathmatch Rules, this displays how many tickets each team has remaining for the round.

STARTING THE GAME

When you begin a game, you can move around the stage freely until opponents appear. However, once they appear, the game will restart, and the online match will begin.

The following is the flow of the game common to all Rule settings:

1. The rules will be explained.

2. Depending on the rules, you will be able to choose your team members (during Deathmatch rules, you will be able to choose your skin).

3. Choose your Primary, Secondary, and Support weapon.

*Note: There is a time limit on weapon selection.

*Note: Under Sneaking Mission rules, Snake-type players will have all the weapons displayed beforehand.

4. If applicable, set your preferred BGM.

5. Begin your online match.

ONLINE RULE MODES

There are five basic rule sets in the Online Mode, each offering a different gameplay experience.
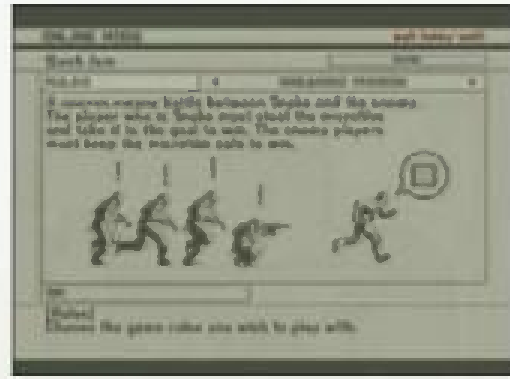
SNEAKING MISSION

A one-vs.-many battle between Snake and the enemy. The player who is Snake must steal the microfilm and take it to the goal to win. The enemy players must keep the microfilm safe to win.
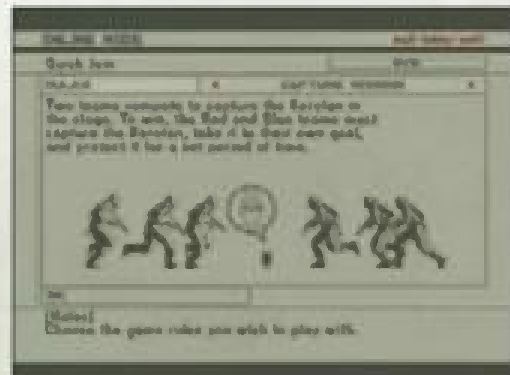
CAPTURE MISSION

Two teams compete to capture the Kerotan in the stage. To win, the Red and Blue teams must capture the Kerotan, take it to their own goal, and protect it for a set period of time.
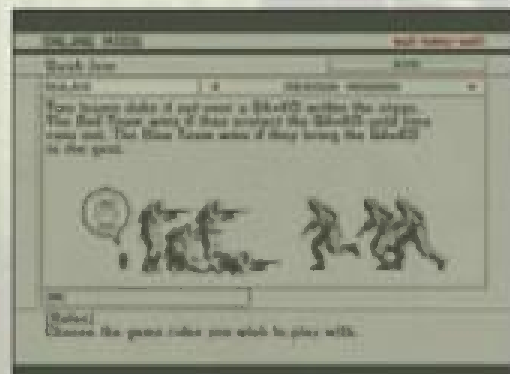
RESCUE MISSION

Two teams duke it out over a GA-KO within the stage. The Red Team wins if they protect the GA-KO until time runs out. The Blue Team wins if they bring the GA-KO to the goal.
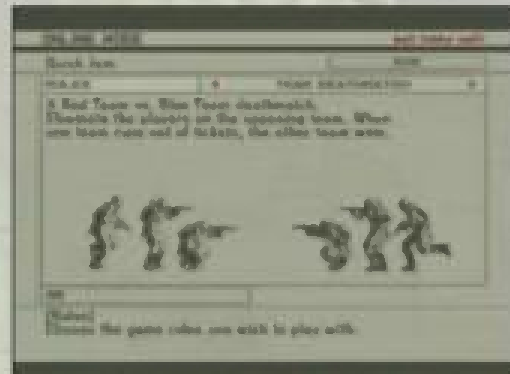
TEAM DEATHMATCH

A Red Team vs. Blue Team deathmatch. Eliminate the players on the opposing team. When one team runs out of tickets, the other team wins.
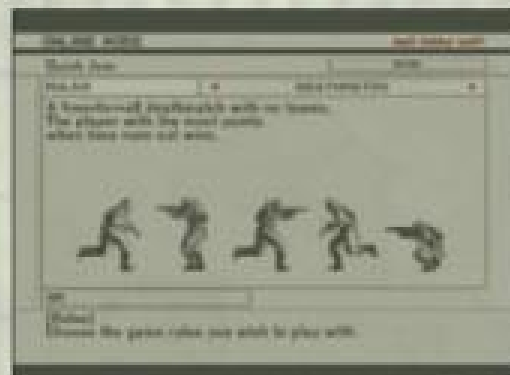
DEATHMATCH

A free-for-all deathmatch with no teams. The player with the most points when time runs out wins.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS
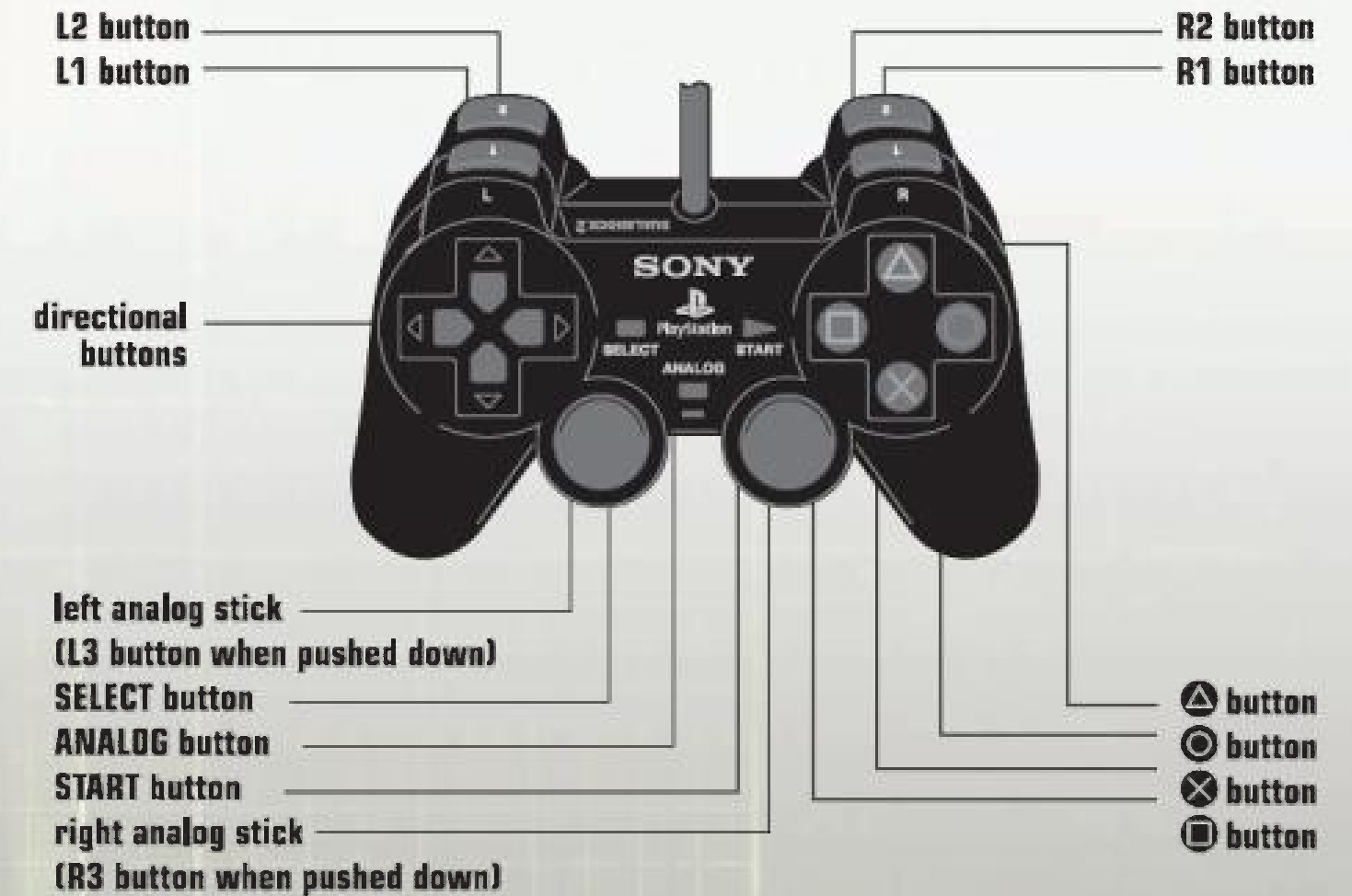
L2 button
L1 button
R2 button
R1 button

directional buttons

left analog stick
(L3 button when pushed down)
SELECT button
ANALOG button
START button
right analog stick
(R3 button when pushed down)

△ button
◯ button
✕ button
▢ button

MENU CONTROLS

left analog stick or directional buttons ⬆ / ⬇	Navigate menu/Highlight menu item
◯ button	Select highlighted menu item
left analog stick or directional buttons ⬅ / ➡	Adjust / Cycle menu item
✕ button	Previous screen/Return to Main Menu

PERSISTENCE ONLINE CONTROLS

Directional buttons
Third Person / Normal View: Stalking Movement
First Person View: Look around
Preset Wireless: Choose conversation
Spectating as a Host: Switch Camera

left analog stick
Third Person / Normal View: Move around
First Person View: Look around

[L3] button
Activate Sonar (when equipped)

[SELECT] button
Preset Wireless: Press it once to call up On-Screen Keyboard. Press again to cancel. When equipped with a USB headset, hold for a few moments to turn voice chat on. Release it to cancel.

[START] button
Display Menu Screen

L1 button
When holding a weapon: Target Lock-on. When there is no target in sight, aim direction is fixed
First Person View: Shoulder weapon, aim down sights/scope
Third Person View: Reset camera

L2 button
Item Window button
Third Person / Normal View: Select, equip and un-equip items
Corner View / First Person View: Peek left
Spectating as a host: Choose Camera

right analog stick
Rotate, pan and tilt camera

R1 button
Enter First Person View

R2 button
Weapon Window button
Third Person / Normal View: Select, equip and un-equip items
Corner View / First Person View: Peek right
Spectating as a Host: Choose Camera

⬜ button
Weapon button
Use the currently equipped weapon
When equipped with a knife, press to slash, press firmly to stab, press repeatedly to execute a combo attack

⬤ button
Punch button / CQC button / Enter button
Punch, use CQC, knock on walls (when pressed against a wall)

△ button
Special Action button
Salute, climb trees, open lockers, go up / down ladders, climb onto platforms, hang, etc.

✕ button
Crawl button / Cancel button
Switch between standing, crouching and crawling
When selecting Weapon / Equipment Window: Throw away weapons / armor

HOW TO START A PRESET WIRELESS

INPUT THROUGH CONTROLLER
1. Press the [SELECT] button to enter Preset Wireless Mode
2. Use the left analog stick or directional buttons to select "Category"
3. Use the left analog stick or directional buttons to choose "Phrase"

INPUT FROM KEYBOARD
Press the [SELECT] button to use "shortened call words" from the On-Screen Keyboard / USB keyboard as follows and use the Preset Wireless calls.

*Note: There are some Preset Wireless calls that can only use "shortened call words" from the keyboard

Category – Attack – [Up]	Phrase		Shortened Call Word	
[Up]	Go, go, go!	/GO	/GO	
[Right]	The Enemy	/ ENEMY	/EN	
[Down]	Cover!	/COVER ME	/CM	
[Left]	Wait!	/HALT /WAIT	/HA	/WA

Category – Response – [Right]	Phrase		Shortened Call Word	
[Up]	Roger	/ROGER	/RO	
[Right]	Follow Me	/FOLLOW /FOLLOW ME	/FO	/FM
[Down]	Negative	/NEGATIVE /DENIED	/NE	/DE
[Left]	Clear	/CLEAR	/CL	

Category – Defense – [Down]	Phrase		Shortened Call Word	
[Up]	Protect the target	/TARGET /DEFEND	/TA	/DE
[Right]	Go together	/TOGETHER	/TO	
[Down]	Fall back!	/PULL OUT /FALL BACK	/PO	/FB
[Left]	Hide	/HIDE	/HI	

Category – Communications – [Left]	Phrase		Shortened Call Word	
[Up]	Sorry	/SORRY	/SO	
[Right]	Good job	/GOOD JOB /NICE JOB	/GJ	/NJ
[Down]	Good luck	/GOOD LUCK	/GL	
[Left]	Please!	/COME ON	/CO	

OTHERS (SPECIAL PRESET WIRELESS ONLY USED BY KEYBOARD)
We're under fire! We don't know where they are!: /UNDER FIRE   /UF
Flank them!: /FLANK   /FL
Someone come here!: /COME HERE   /CH
Hmm?: /QUESTION   /Q   /QU

ONLINE GAME MENU
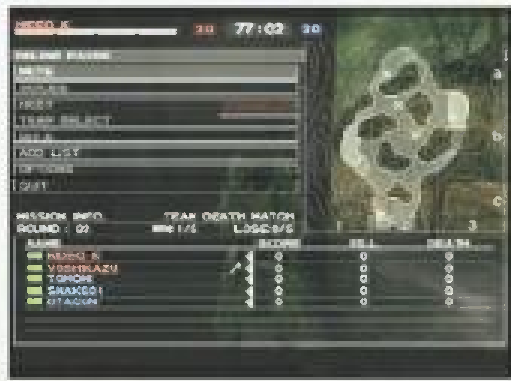
If you press the **[START] button** during an online game, you can bring up the Menu Screen. Use the **left analog stick** to choose options, then press the ⊙ **button**n to confirm your choice.
***Note:** The game will not pause while you are in the Menu Screen during an online game.

MUTE: Toggle Mute ON / OFF for set players

SUICIDE: Kill your own player

HOST: Change host settings. (Only available in a game you began yourself)

RESET: Reset the game you're playing and start over

KICK: Remove a certain player from the game

TEAM SELECT: Change your team or choose to spectate

RULE: Check the current rule setting

ADD LIST: Add a given player to your friends list/blacklist

OPTIONS: Enter the online options menu

QUIT: Quit the game and go back to the Lobby Menu
***Note:** You can also check the current players from this screen, and view the entire Map.

DIFFERENCES BETWEEN SUBSISTENCE AND PERSISTENCE

The controls for Online Mode and the main game are basically the same, but they differ in the respects listed below.

THE ONLINE GAME CANNOT BE PAUSED

In the main game, there are various ways to pause the action. In Online Mode, there are none. When changing weapons or sending out communications, make sure you're in a safe place first.

THE CAMERA IS USUALLY A THIRD PERSON CAMERA

Online Mode does not use the traditional Normal Mode Camera. The new Third Person Camera from the main game is the primary camera. Use the **right analog stick** to move the camera and become aware of your surroundings.

ABOUT TACTICAL RELOADING

You can't attack while reloading a gun, so this can be leave you particularly vulnerable if seen by your enemies. In the main game, you can press the **R2 button** twice rapidly to finish a reload in a second, but in Online Mode, you do not have that option. Instead, you must be careful not to reload in front of an enemy, and time your reloads strategically. During Online Mode, you can always reload using the **[R3] button** (pressing down on the **right analog stick**), so keep a full clip ready at all times.

ABOUT STANDING ON TIPTOE

In the main game, while in First Person View, you can press the **R2** + **L2** **buttons** at the same time to stand on tiptoe. In online mode, you can't. In addition, you can't sidestep while sneaking.

ABOUT CQC

In the main game, you can use CQC to restrain an enemy and then perform a variety of actions on him, but in Online Mode you can only perform the "throw" action.

ABOUT SURVIVAL VIEWER

The Survival Viewer is very important in the main game, but it does not exist in Online Mode. You will not be able to use options such as CURE when playing online.

ABOUT FOOD CAPTURE

In the main game there are plants and animals to be used for food capture, but these do not exist in Online Mode. Food items in Online Mode will recharge your stamina the moment you pick them up.

ABOUT LOCK-ON

While equipped with special weapons like handguns and sub-machine guns, you can lock onto a player by facing the target whose player name and gauge you can see above their head and pressing the **L1** **button**. As long as you hold the **L1** **button** down, you will stay locked-on and continue to face the target.

DISC 3: EXISTENCE

Disc 3 features a variety of bonus items, including Scene Viewers, and the PlayStation®3 MGS4 trailer, which debuted at the 2005 Tokyo Game Show in Japan.

At the Title Screen, press the **[START] button** to bring up the Title Menu. Move the **left analog stick** or **directional buttons** up and down to highlight menu items and press the ◉ **button** to confirm your choice.

PLAYBACK ALL SCENES: View all of the scenes from **Metal Gear Solid® 3 Snake Eater™** in succession.

PLAYBACK EACH SCENE: Select and view individual scenes from **Metal Gear Solid® 3 Snake Eater™** via a Chapter Menu.

SUBTITLE SETTINGS: Select between English, Spanish or no subtitles for the game's scenes.

MGS4 TRAILER: TGS 2005: View the stunning PlayStation®3 MGS4 trailer in its entirety.

CONSUMER SUPPORT

If you feel stuck in the game, or just need a boost, don't worry!
You can call the Konami Game Hint & Tip Line for help on many Konami games.

Konami Game Hint & Tip Line: 1-650-801-0465

Hints are available 24 hours a day. Availability is subject to change.

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