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SLES-02136

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PAL



TACTICAL ESPIONAGE ACTION
METAL GEAR
S O L I D
S P E C I A L M I S S I O N S

PlayStation®

Precautions

- This disc contains software for the PlayStation® home video game console. Never use this disc on any other machine, as it could damage it.
- This disc conforms to PlayStation® specifications for the European market only. It cannot be used on foreign-specification versions of PlayStation®.
- Read the PlayStation® Instruction Manual carefully to ensure correct usage.
- When inserting this disc in the PlayStation®, always place it label side up.
- When handling the disc, do not touch the surface. Hold it by the edge.
- Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft cloth.
- Do not leave the disc near heat sources or in direct sunlight or excessive moisture.
- Never attempt to use a cracked or warped disc, or one that has been repaired with adhesives, as this could lead to operating errors.

Health Warning

For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lit room, and stay as far from the television screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

See back page of this manual for Customer Service Nos.

NOTICE

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1
Player



Memory Card
1-4 blocks



Analog Control
Compatible



Vibration Function
Compatible

SL3S-02136

TACTICAL ESPIONAGE ACTION METAL GEAR SOLID SPECIAL MISSIONS

Thank you very much for purchasing Konami's "Metal Gear Solid Special Missions" Data Disc. In order to more fully enjoy your game playing experience, we recommend that you thoroughly read this manual before playing. Please note: This manual will not be republished, so please maintain it with care. This game is fictional. Any similarity between current organizations, groups, countries or individuals is purely coincidental. In order to provide a safe and enjoyable product, we regularly engage in quality improvement. For this reason, depending on when your product was purchased, there may be some cases in which there are slight differences in the contents of the products. Thank you for your understanding.

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Please insert DISC1 or DISC2 of
METALGEAR SOLID®



Please insert the DISC of
METALGEAR SOLID® SPECIAL MISSIONS™



IMPORTANT NOTICE

Metal Gear Solid Special Missions is an additional Data Disc to the original version of **Metal Gear Solid**. To play this Data Disc, a copy of the original **Metal Gear Solid** game is required.



STARTING THE GAME


- 1 Insert the **Metal Gear Solid Special Missions** Data Disc into the console and turn on the power.
- 2 After the Konami logo appears, a message screen will appear asking for Disc one of the original **Metal Gear Solid** game.
- 3 Without switching off the power to the console, press eject and remove the **Metal Gear Solid Special Missions** Data Disc and replace with Disc one of the original **Metal Gear Solid** game.

- 4 Close the disc cover. After a short verification, a confirmation screen will appear whereupon you will be prompted to replace Disc one of the original **Metal Gear Solid** game back with the **Metal Gear Solid Special Missions** Data Disc.

- 5 After a short time the title screen to **Metal Gear Solid Special Missions** Data Disc will appear.

- 6 It is advised that you do not insert or remove peripherals or **MEMORY CARDS** once the power is turned on.



Press the Start Button at the title screen to access the main game menu. Press up or down on the Directional Button to highlight your choices and press the  Button to select each menu option.

[VR TRAINING] In "VR training" the player is mission-trained in virtual space.

[EXTRA] The player can select bonus items such as the "Photographing" feature.

[OPTION] Select this to change the various settings within the game.

ANALOG CONTROLLER (DUAL SHOCK)

Directional Button

Normal: Run
First Person View Mode: Change views

L1 Button Item quick change (See p.11 "Advanced Techniques")
L2 Button Equip item

R1 Button Weapon quick change (See p.11 "Advanced Techniques")
R2 Button Equip weapon

Select Button

Analog Mode Switch

When in Analog Mode (LED Red),
Left Stick may be used.
* Vibrates when either ON or OFF.

Left Stick
(Can be used in Analog mode (LED Red))
Normal: Run
First Person View Mode: Change views
Right Stick Not used

Start Button Pause

-  First person view button. Enters First Person View Mode
-  Weapon Button
- When a weapon is equipped: Use weapon
- When barehanded: Throw or choke. (See p.11 "Advanced Techniques")
-  Crawl Button (Cancel Button)
- When standing: Crouch
- * Press the Directional Button while crouching to go to crawl position.
- When crouching or crawling: press again to stand up
-  Action Button (Select Button)
- Normal: Punch (press consecutively for a punch/kick combination)
- When back is against a wall: Rap on the wall

DIGITAL CONTROLLER

Directional Button





Normal: Run
First Person View Mode: Change views

L1 Button Item quick change (See p.11 "Advanced Techniques")
L2 Button Equip item

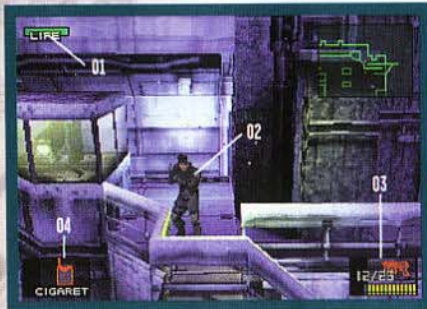
R1 Button Weapon quick change (See p.11 "Advanced Techniques")
R2 Button Equip weapon

Select Button

Start Button Pause

-  First person view button. Enters First Person View Mode
-  Weapon Button
- When a weapon is equipped: Use weapon
- When barehanded: Throw or choke. (See p.11 "Advanced Techniques")
-  Crawl Button (Cancel Button)
- When standing: Crouch
- * Press the Directional Button while crouching to go to crawl position.
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-  Action Button (Select Button)
- Normal: Punch (press consecutively for a punch/kick combination)
- When back is against a wall: Rap on the wall

* Change the button settings with the
"BUTTON CONFIG" in the "OPTION" Menu.



01 LIFE GAUGE Solid Snake's remaining life. It isn't normally displayed, but is displayed when snake receives damage. When the Life Gauge reaches zero, the game is over.

02 SOLID SNAKE The character that you, the player, is controlling.

03 WEAPONS Displays the weapon that you are currently equipped with. When nothing is equipped, nothing is displayed.

04 ITEM Displays the item that you are currently equipped with. When nothing is equipped, nothing is displayed.

RADAR (IN INFILTRATION MODE)



• **Dot in Centre** Solid Snake • **Green Cone** Solid Snake's field of vision in First Person View Mode • **Red Dots** Enemy soldiers • **Blue Cone** Enemy soldier's normal field of vision • **Red Cone** Enemy soldier's field of vision in "Noise Mode" or "Footprint Mode" • **Yellow Cone** Surveillance camera's field of vision.

OPTIONS Change the various game settings. **[SOUND]** Changes between STEREO/MONO. **[VIBRATION]** (Displayed only when Analog Controller (DUAL SHOCK) is connected) Changes Analog Controller (DUAL SHOCK)'s vibration ON/OFF. **[VIBRATION TEST]** (Displayed only when Analog Controller (DUAL SHOCK) is connected) Press Directional Button right or left to vibrate. **[SCREEN]** Adjusts the brightness of your television. **[KEY CONFIG]** Changes controller's button configuration. **[EXIT]** Return to the Title Screen. **INFILTRATION TRAINING** is conducted in virtual space. Stage clearing requirements are set for the individual modes. There are a total of **300** stages. **Achievement rate** (= number of cleared stages / 300 stages)

ADVANCED NODE

Use your weapons to destroy all enemies. The goal appears after all enemies are killed. The training is not aborted even if an enemy soldier detects the player. This training session cannot be selected at an early stage. It can be selected only by advancing in sneaking mode and weapon mode.

SNEAKING MODE

NO WEAPON Reach the goal without being spotted by enemies. Simulation ends when the player is spotted.

SOCOM The goal appears after all enemies are killed. Simulation ends when the player is spotted. Pay close attention to the amount of remaining ammunition in your SOCOM.

SPECIAL MODE

This is a special type of training conducted under various conditions. It cannot be selected at an early stage. It can be selected only by advancing in sneaking mode, in weapon mode and in advanced mode.

SAVE

The VR training progress status (the number of stages remaining that can be played and the number of stages that have been cleared) / record time for each stage / Button Configuration etc are saved (using one block). If there is already 'METAL GEAR SOLID SPECIAL MISSIONS' saved data on the memory card, after selecting VR TRAINING you will be given the option to LOAD DATA before commencing play.

Make sure there are enough free blocks on your MEMORY CARD before commencing play.

WEAPON MODE

Use your weapons to destroy all targets. The goal appears after all targets are destroyed.





cube_b Fixed target.



cube_r Fixed sympathetic detonation type target. It detonates sympathetically if there is an identical target in the vicinity. If the player is caught in a detonation of this type of target, he will be injured.



kokeshi_b Claymore Mine special mobile target.



kokeshi_g Bare-hand mobile target that appears only in the "SPECIAL / 1MIN. BATTLE / VS. TARGET / NO WEAPON."



move_b Mobile target.



move_r Mobile sympathetic detonation type target. It detonates sympathetically if there is an identical target in the vicinity.



ufo Large mobile sympathetic detonation type target exclusively for stinger missiles. It detonates sympathetically if there is an identical target in the vicinity.



wall Wall type target

EXTRAS

(PHOTO) The player can select the "Survival Celebration Photo Session." "Photographing."

(MOVIE) The player can view a preview of the "Metal Gear Solid" movies.

(REPLAY THEATER) The player can view replay data that has been saved. This mode becomes available later.

The player can view images in *Metal Gear Solid* previously shown at special events. The number of items that can be selected by the player increases as your achievement rate in the **VR TRAINING** improves.

Select **PHOTO** to play the "Survival Celebration Photo Session" "Photographing," in which the player can photograph the model using the item **Camera**.

The player can play the **Survival Celebration Photo Session** exactly the same way as **VR TRAINING**. The player can photograph the model at the center of the area.

The photograph data can be saved in the memory card and can be reviewed by choosing **ALBUM** in the **EXTRA** menu.

**CAMERA (Digital Camera)**

The camera is a special item.

Equip and screen changes to camera's viewfinder. Press **○** Button to zoom in. **×** Button to zoom out. Press **□** Button to snap the photo. You can save a copy of the photo onto a memory card (a photo takes up two memory card blocks). When photo data is saved, a new directory, **ALBUM**, opens up in the **EXTRA** directory.



STRANGLE

When you're not holding a weapon and you press the Weapon Button (without pressing the Directional Button) while close to the enemy, you can strangle the enemy.

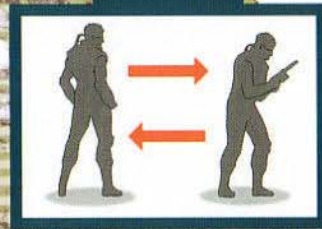
If you press the Directional Button while strangling your enemy (with the Weapon Button pushed), you can walk while dragging him.

If you repeatedly press the Weapon Button while strangling, you can snap your enemy's neck.

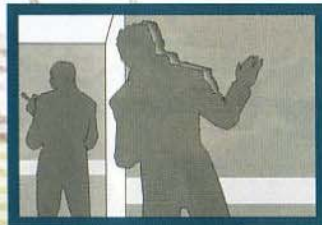
If the enemy soldier struggles while the player is strangling him, the player can strengthen his grip to snap his neck by quickly pressing the Weapon Button again.

**QUICK CHANGE**

You can equip and unequip your weapons or items without opening the windows by pressing the R1/L1 Buttons. If you press the button while an item is equipped you will unequip it, and if you press while nothing is equipped, the last item/weapon you equipped will become equipped.

**QUICK PEEK**

If you press the R1 or L1 Button while in First Person View Mode, you can take one sidestep to the right or left respectively. When you release the button, you'll return to your original position. It's a good technique for taking a peek at what's in front of you while remaining hidden in the shadows.

**TACTICAL RELOAD & SHOOTING WHILE RUNNING**

Reloading during a battle can be very dangerous because it leaves you temporarily defenceless. When it looks like you are about to run out of ammunition, press the R1 Button twice. This will cancel your action and make Snake reload his gun. You can also run while shooting with your SUCOM or FAMAS by pressing the Crawl Button while holding down the Weapon Button.

**LURING AND NOISE MODE**

When the enemy soldiers hear a strange noise they'll leave their patrol route and check out the area that the noise came from. Once they confirm that there's nothing unusual, they'll return to their patrol route. Press the Action Button when you're stuck up against a wall or other obstacle to make a noise. If you do it right, you should be able to lure the enemy soldier your way.





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• Sverige	587 610 00	
	Vänligen ring följande kundtjänstnummer enbart om problem uppstår på PlayStations programvara.	
• Schweiz/Suisse	0900 55 20 55	Ein Anruf kostet Fr. 1. -/min.
	<i>Kinder und Jugendliche sollten vor dem Anrufen der Hotline die Eltern oder Erziehungsberechtigten um Erlaubnis fragen</i>	
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