

Opening theme composed by [Shin-ichi Kodama](#). Send him e-mails!

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TACTICAL ESPIONAGE GAME

(c) KONAMI 1990, G&T Soft Translations 1997



USER'S MANUAL

MSX2, MSX2+, & fMSX Emulator

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What is a **TACTICAL ESPIONAGE GAME**?

This game, like the former "METAL GEAR", situates the unique tension, "Being found, or not found" as a foundation of the game design, and was developed under this concept to give the impression similar to those you get from novels and films, and furthermore, to simulate the active "experience". Using action as a way to advance, you can have a virtual-experience of a near future "METAL GEAR" world. This is

something which is not to be limited by old categories like RPGs, simulations or adventure games, but may deserve to be called a "New General Entertainment Game". Games are now transgressing from simple "Entertainment" to "Interactive Worlds". In the middle of such a movement was born the TACTICAL ESPIONAGE GAME.

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Story So Far (from former METAL GEAR 1)



200km north of Salzburg, deep in South Africa.

OUTER HEAVEN...

An armed fortress taken control of in the late 1990s by a mercenary both heroic and insane...

Top secret information was intercepted...

Inside was a weapon that could change the face of warfare as we know it...

Orders were sent to hi-tech informal squad FOXHOUND, and Command sent code name "GREY FOX" to infiltrate and acquire more information about the weapon.

Operation name: "INTRUDE N313".

However, a few days later, contact with GREY FOX was broken after an urgent but short message, "...metal gear..."

Superiors found this crucial, and again ordered FOXHOUND, leaving all their hopes in code name "SOLID SNAKE".

SNAKE single-handedly sneaked into OUTER HEAVEN and contacted resistance members like Schneider, Jennifer and Diane. With their help, he rescued the captive GREY FOX. He learned from FOX about the nuclear-mounted heavy walking tank "METAL GEAR". OUTER HEAVEN was going to win military superiority using this "METAL GEAR".

SNAKE rescued an Eastern scientist, Dr. Petrovich Madnar, who was the developer of Metal Gear. Madnar was kidnapped by the enemy in and used to reform the base with modern technology. Snake also rescued the doctor's daughter Ellen, and from Petrovich he learned the weaknesses of Metal Gear and how to destroy it.

However, the closer SNAKE came to finding out the vital truth of the whole operation, the more cunning the traps he had to overcome.

As if all his actions were being leaked into enemy acknowledgment...

Schneider, who was the leader of the resistance, fell into enemy hands, and SNAKE himself was hurt too after numerous battles with enemy mercenaries.

Finally, SNAKE reached Metal Gear and destroyed it...

Surprisingly, the general commander of FOXHOUND was waiting for him...

The man responsible for mission N313 - BIG BOSS.

From the very beginning BIG BOSS used SNAKE as a pawn for his own evil deeds.

He had jammed all vital information from him. FOXHOUND had learned nothing!

100th floor underground, with no dogmas nor policies involved, a battle between two men raged...

And SNAKE left only the smoldering remains of OUTER HEAVEN behind him.

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STORY OF SOLID SNAKE

AGE OF STABLENESS

With the frigid relationships between large nations like USA-RUSSIA and CHINA-RUSSIA thawing, they lead to the settling down of local conflicts, and the world is finally beginning to neutralize.

It is 1999, the nuclear threat of this century is leaving us, and we are ready to welcome the new stable 21st century.

However, a fraction of the populace does not like peace...

In the Middle East, a breeze of unstableness is blowing. Zanzibar Land - a small republic just next to Russia, China and the Arab nations - founds a military government.

It raids "Nuclear Arms for Disposal Storage" sites around the world and robs weapons still not disposed of, making it the sole nuclear-armed nation in the world, and begins non-discriminate invasions of nearby countries.

In a world which disposes of nuclear employment, Zanzibar Land's nuclear power is becoming a real emergency. A nuclear threat is budding once again.

ENERGY CRISIS

At the same time, oil resources are quickly growing scarce. Despite the foretelling that they would last more than 30 years, the world is facing a serious energy source crisis with no alternative supply to oil.

Then, a Czech biologist named Kio Marv invents a micro specimen - "OILIX", which rectifies high-quality oil.

The world is once again in a tension regarding "OILIX". Dr. Marv is kidnapped by Zanzibarian radicals on his trip from Czechoslovakia to America. Zanzibar Land is trying to gain its military superiority through nuclear arms and "OILIX".

...A micro-organism the size of a few micrometers is going to decide the fate of the world.

A top-secret order goes down to SOLID SNAKE, former FOXHOUNDER.

Single-handedly sneak into Zanzibar Land, and rescue Dr. Kio Marv!

Save the world from nuclear threat!!

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HOW TO PLAY

1. This game is for one player only. You can use a keyboard or a joystick.
2. Insert the diskette into drive A: of your MSX2 or MSX2+ (128k needed for the game and 512k needed for sound), turn the power on and you are ready.

For fMSX-DOS users exit to DOS (recommended) and simply run MGEAR2.BAT provided with the package. If you do not meet the recommended system requirements (P75, 12 megabytes of RAM, and Soundblaster compatible sound card) run MGR2FAST.BAT and this should speed things up greatly. However, this seriously degrades sound quality and you will not be able to read SNAKE'S life bar at the bottom of the screen.

If all else fails, upgrade! (:

HERE ARE MY CONFIGURATIONS:

MGEAR2.BAT

```
fmsx-dos mgear2 -rom 2 -msx2+ -video 3 -adjust 3 -ifreq 60 -cpu 116 -soundquality 5  
-chorus 100 -reverb 80 (I have a SB AWE32 but this won't affect regular SB users. The  
emulator and soundcard simply ignore it.)
```

```
MGR2FAST.BAT (I have a friend with a 486 /50 and I made this for him) fmsx-dos mgear2  
-rom 2 -ifreq 50 -cpu 90 -sync 0 -sound 2 -uperiod 0
```

3. Press the SPACE key or press a button while the title screen is displayed, and the game begins. If you want to restore a saved game, press F5 after gameplay starts and you will enter the "Save/Load" screen.

4 For more information on "Save/Load" functions, turn to [page 23](#).

4. There is only one player. If you are hit by enemies or enemy fire, the LIFE of the player decreases. When his LIFE reaches 0, the game is over.

5. The object of the player is, as SOLID SNAKE, sneak into Zanzibar Land, and rescue Kio Marv who is locked away inside the fortress. You should collect necessary information, weapons and equipment and follow the game scenario.

6. In the fortress there are many guard soldiers and various warning systems. The player should take care to advance without being found. If you are found by guards or warning systems, you will be thrown into "Found Mode" (Level 3) and enemy assaults will start. The radar is useless and you should either fight back or retreat. Then, try to avoid being discovered, and after a set amount of time (this increases as you progress through the game), they will give up.

4 For more on enemy warning systems, turn to [page 16](#).

7. At first, the player begins with nothing. Weapons and equipment are owned by enemies, inside trucks and arsenals. If you defeat a guard soldier in "Safe Mode" (Level 1), he may leave behind an item, such as a ration or an ammo pack.

8. To open a door, you need a card with the appropriate number.

9. There are a lot of children in and around the fortress. Talk to them and you can learn

various information. Be reminded however, if you harm them, the player's LIFE decreases accordingly!

10. Your transceiver is an essential item that provides you with info on enemies, fortress status and clues.

4 To use a transceiver, go to [page 11](#).

11. While in crawl mode, you can duck under tanks, tables and platforms to hide. This is very useful to avoid enemy sight. However, you will be found if even a small portion of the player is uncovered. TIP: Many items are stashed away under tables, etc.

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GAME SCREEN

This game consists game screen (main screen) where you play the game most of the times, along with sub screens; weapon screen where you select your weapon, equipment screen where you select your equipment and transceiver screen where you use your transceiver.



1) The main game screen

2) Data of the Player

LIFE gauge...Indicates your remaining physical endurance. Maximum limit increases every time you beat a boss enemy (mercenary).

O2 gauge...Appears when you are underwater or in gassy areas.

Indicates remaining oxygen. Certain items will increase the maximum limit.

WEAPON...Indicates what weapon the player is using and its remaining shots.

ITEMS...Indicates what equipment the player is using and its reserves.

3) Reactive Sensor

Radar...Location of the player and enemies will appear as dots.

Message Indicator...Warns you when you gas is present or when someone is trying to contact you.

Sub Screens

The **F2** key brings up the Weapon Selection Screen (refer to page 18)



The **F3** key brings up the Equipment Selection Screen (Page 20)



The **F4** key brings up your transceiver. (Page 11)



Going back to the game screen is able by any of the function keys.

Note: In certain elevators you cannot enter sub screens.



MOVING AROUND

The player can choose between Standing Mode (Upright stature) and Crawl Mode. Both modes have advantages and disadvantages.

The following indicates how to select between.

To crawl: Press SPACE+ M or N simultaneously. (Trigger A+B)

To stand: Press either SPACE, M, or N. (Trigger A or B)



Standing Mode



Crawl Mode

Operation	Action
-----------	--------

Keyboard	Joystick	Standing	Crawling
Up	Up	Walks Upward	Crawls upward
Down	Down	Walks downward	Crawls downward
Right	Right	Walks right	Crawls right
Left	Left	Walks left	Crawls left
SPACE	Trigger A	Attacks with a weapon	Quits crawling
M or N	Trigger B	Punches	Quits Crawling

Attacks will be done in the direction the player is facing. A single punch knocks a guard unconscious; 3 blows will defeat him.

Note: You cannot move diagonally.

Comparing Modes

Items	Standing	Crawling *
Speed	Fast (walking)	Slow (crawling)
Use of items/weapons	Possible	Impossible
Footstep noises	Occurs on some floors	Never
Features	May punch	Can hide under trucks and others

*Can pick up mines by going over it.

*Hiding is possible by crawling up and down only.

How to Use Function Keys to Enter Different Modes

In this game, you must use the F1-F5 keys.

Keyboard Description

F1 Pause Gameplay is interrupted. Press again to restart.

F2 Weapons Use the cursor to select available weapons.

Chosen weapons will be available in the game screen. See [Page 18](#).

F3 Equipment Again, move the cursor to select. Chosen equipment will be available in the game screen. See [Page 20](#).

F4 Transceiver See [Page 11](#).

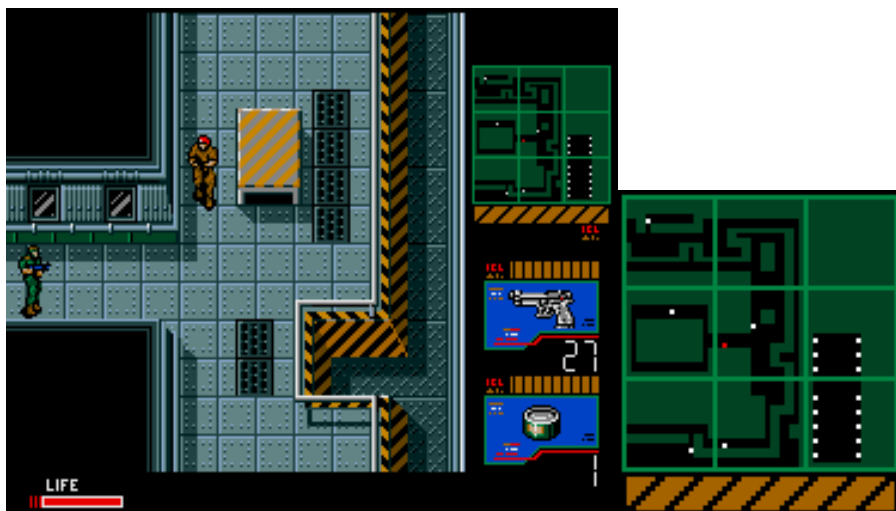
F5 Save & Load See [Page 23](#).

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REACTIVE RADAR

As you can see, the player can always tell what dangers lie ahead and can avoid being discovered if he uses his radar well. Learning how to watch the radar and react accordingly is essential to winning the game.



As you can see in the above figure, there are 3x3 grids, and a box is referent to one game screen. The screen where the player is (blinking red dot) is in the middle. The radar can only display 9 screens centered around the one with the player in it. This area is called "valid radar range".

On the radar, these objects will be displayed as follows:

Player Blinking red dot

Enemies White dots

Marv's emitter Red dot (When you start the game this dot is your goal.)

Mines White dots (Appear only when you are equipped with a mine detector.)

Map Green frames

4 Radar is unavailable in the following cases:

In close quarters and certain situations.

Under Level 2 or Level 3.

When your enemy is radar-resistant.

4 Other radar purposes:

For mine detection. [See P20](#).

As a target for Stinger anti-air missiles. [See P20](#).

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TRANSCIVER

The transceiver is a very useful item which will assist you throughout the course of the game. If you use it wisely, you can learn helpful tactics and strategies, as well as learn more about the people involved in the game.

Transceiver Mode



You can enter transceiver mode by pressing the F4 key. Any of the function keys will return you to the game screen. While you are in transceiver mode the game freezes. Enemies cannot attack while you are using the transceiver.

How to Use

Change frequency with right and left cursors (tuning method). Or, enter using the number keys at the top of the keyboard (touch-tone method).

Each time you press up, you SEND once to the decided frequency. Move on to the next conversation page with the SPACE key. If you press SPACE while you are already having a

conversation, speech will be rapid.

Basic Operation

- (1) Make call. **[SEND]** Just like dialing a phone. If your comrades are listening, their visual and transmitted contents will be displayed.
- (2) Receive wave. **[RECV]**
- (3) CALL. **[RECV]** If you receive a CALL, the game tells you by the CALL sign on the game screen and a repeated "CALL" noise. When you enter transceiver mode in this situation, you will receive transmitted contents automatically.

Note: CALLs contain vital game information. Make sure to receive every time.

Frequencies

Frequencies are extremely important. Take notes so you will not forget them! Frequencies may change according to the game's progress. Jot down the most up-to-date frequencies.

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Allies you know when you start the game:

Roy Campbell	140.85
Master Miller	140.38
George Kessler	140.93

[Go to Next Page](#)

Music by [Locke Cole](#). Call him a treasure hunter, or he'll rip your lungs out!!

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ELEVATORS

Use elevators to move between floors in the fortress. Unlike those in Metal Gear 1, these elevators are more realistic, and require you to manually operate them.

Elevators in a Floor Scene (Elevator Hall)



How to Call



There is always a  button next to the elevator door.

The player can call the elevator by hitting this button. The current location of the elevator is shown on a display above the door so you can clearly know where the elevator is and to where it is heading to by just looking at it.

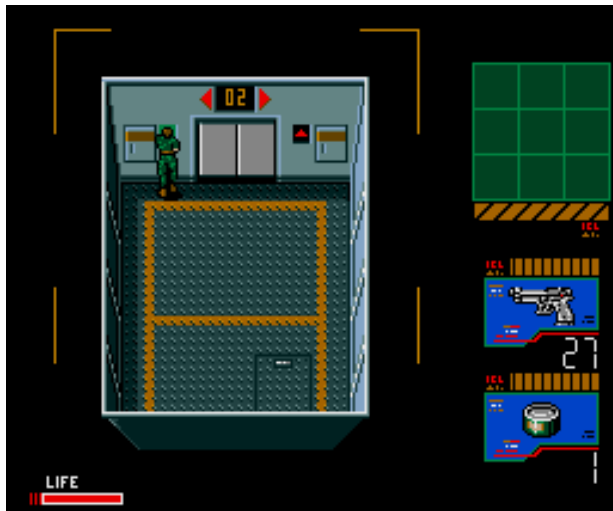
When the elevator arrives, you will hear it stop on your floor and the door will open. If you enter into it, then you move onto elevator scene.

A few seconds after arrival, the door closes, and the elevator automatically leaves for another floor. If you want to call it back, hit the button again.

CAUTION) * If there is a "X" plaque on the door, the elevator will never stop on that floor.

*** Even pressing (i.e. punching) a button makes noise. Make sure no one is listening!**

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How to Operate

Inside the elevator, there is an up button on right to the door, and down button on left.

By pressing up button once, the elevator with you in it ascends one floor.

By pressing down button once, it descends one floor.

If you punch the buttons while the elevator is moving, you can move corresponding floors as to number of hits. After reaching the destination floor, the door automatically opens with arrival sound.

What floor you are in is indicated in digital above the door.

CAUTION) * "A floor" here means not a floor in architectural sense, but stands for a unit of floors that elevator is supposed to stop. Therefore, if you are in an elevator which stop only for each 10 floors, the movement will be in 10 floors units.

* If you have already reached highest or lowest floor, you will get no response even if you punch up or down buttons.

* Enemies come chasing you even into elevators. In such cases, seal them out by closing the door or defeat all of them, then you can go back to level goes back to 1.

If you exit to the floor without defeating the enemies, level would stay 2.

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AVOIDING DETECTION (MODES)

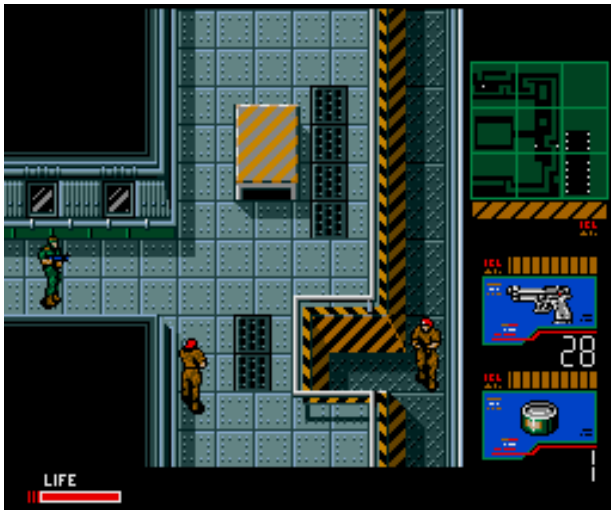
Enemy alert modes can be divided into 3 levels in large.

Level 1: Sneaking mode <=> Noise mode

Level 2: Found mode => Avoidance mode

Level 3: Avoidance mode => Sneaking mode

Sneaking Mode (Level 1)



When the player is not found by the enemy yet. In this mode, guards are on duty, following their pre-destined path. Various sensors are active and will sound if there are any intruders. If you make a noise (punching, shooting, etc.), enemies will stop patrol and investigate. If they don't find anything out of the ordinary, they will continue to patrol.

Found Mode (Level 3)



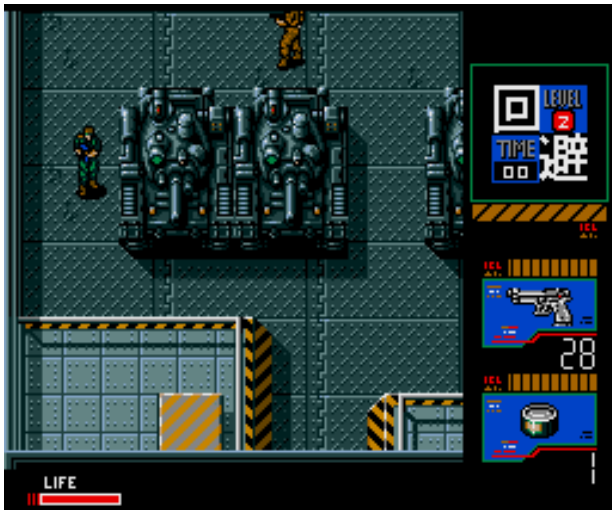
If the player is discovered by guards or sensors, he will be thrown into Found Mode. When entering this mode music will change, and enemy attacks will begin. In this mode, enemies can call their comrades to assist them. Radar is disabled. Instead, a kanji message which reads "Danger" appears, and your remaining life is displayed.

NOTE) * After you have beaten a certain number of enemies, mode will switch to Level 2.

*** In Level 3, enemies will not leave items behind.**

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Avoidance Mode (Level 2)



If you manage to get out of a Level 3 situation, guards will follow after you. They have no knowledge of where you are, and it is a good time to hide. After looking around in the screen for awhile, they give up. Just like Level 3, you cannot use your radar and the kanji message "Avoid" appears. The timer remaining for pursuit is displayed. When the figure reaches 0, guards receive a "return call" and leave. Situation level goes back to 1. The further you are in the game, the longer it takes for guards to give up.

Alternatively, you can go back to Level 1 by defeating both 2 guards. If they find you, level returns to 3.

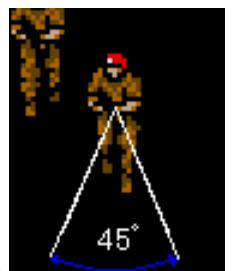
CAUTION) * In Level 3, enemies will not leave items behind.

*** There is a chance to enter sound mode.**

g How to Return from Level 3 to Level 1 ...?

- 1) Under Level 2, keep hiding until guards go away (until radar counts reach 0).
- 2) Defeat all pursuers in Level 2.
- 3) Leave for several screens (2 scenes apart in X and Y directions) from the last screen you were found. Or leave for another area.
- 4) Hitch an elevator and seal off enemies.

About Enemy Sights



The guards, unlike in Metal Gear 1, this time have 45-angles wide sights.

Therefore, you are now more likely to be found for their widened visions. To hide your form from enemies, "hiding" is even more necessary than last time!

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WEAPONRY

SMALL ARMS



Handgun [Beretta M92F]

A semi-automatic pistol, standard of the American army. Silencer supported. 1 shot type. Find ammo packs to reload.



Sub Machine Gun [Ingram MAC11]

American lightweight SMG. Known in tighter circles as "CIA toy". Silencer supported. Find ammo to reload.

OPTION



Silencer (suppressor)

Supports handgun and SMG, silences gun noises. It will be automatically equipped once it's taken. If you are equipped with this you will not enter noise mode even if you fire.

GRENADES



Grenade [M68]

An impact-detonating shrapnel grenade. Explodes when hitting any surface. An aiming target indicates where it falls. Target follows whenever you go.



Neutralizing Gas [ABC M25A2]

A grenade to suppress riots. Emits CN1 gas upon explosion.

Do not use if wind is against you. (Wind direction is indicated by an arrow.)

MISSILES



Anti-air Missile [Stinger]

A portable anti-air missile. Use the cursor keys to move the sight within the radar range and press shot key to launch. However, the player cannot move while firing. After launching, the sight automatically re-positions itself to the center of the radar.



Remote-control Missile [M47 Dragon]

An American main personal anti-tank missile. For short ranges between 10 to 25 meters. A preferred weapon since Metal Gear 1 times.

Sight-guided manual control system allows adjustment with cursor keys after launch. Range is limited to inside the screen. While manipulating this, like the Stinger, you cannot move.

TRAPS



Plastic Bomb C4 [M5A1]

A transformable bomb more powerful than TNT, using a white clay-like detonator. There are "SWITCH" and "TIMER" methods of detonation. Selection between these is possible by pressing SPACE in the selection screen. To use, press the shot key. If you have selected "SWITCH" then detonate with the M or N keys. If you have chosen "TIMER" then the bomb explodes after a short time. Use is possible outside of the screen provided it's in the radar. **To detect where to blow up with this bomb, punch the wall. If you hear strange noise, then that part of the wall can be torn down!!**



Anti-Personnel Mine [M 78]

An anti-personnel mine which explodes on contact. Set with the shot key, and crawl over to pick up. If you are equipped with a mine detector they will appear on your radar as white dots. Up to 16 can be set within radar coverage.



Mouse [Jerry 2]

A decoy robot to search out traps and sensors. Also useful for tricking enemies who've heard you. Press shot key to release. Cannot be used underwater.



Camouflage Mat [Phantom 07]

A camouflage mat compatible with any terrain. Press shot key to set down. Crawl under to hide yourself.

Walk over it to pick up. Setting is limited to flat grounds only.



Lighter [ZIPPO]

A lighter hand-crafted of the finest silver. How to use this?

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EQUIPMENTS

Players can acquire the following equipment during the game. These items are useless when just carrying them. You must "equip" to use. What you are "equipping" will be shown inside the frame on bottom-right corner of the game screen.










Cigarette Lucky Striker

SNAKE's favorite brand of filterless cigarettes he carries from beginning.










Body Armor S.P.S (Silent Partner Special)

A body armor which cuts your damage in half. Valid only against bullets.

 Gas Mask Riot Face Mask	Wear this to double your O2 gauge in gas areas. Slows rate of decrease as well, thus extending endurance periods. Also valid against player's CN1 gas.
 Mine Detector	Equip this and see mines reflected on your radar. Also displays mines you have set. Mines will appear as white dots.
 Oxygen Tank	Doubles the O2 gauge when you're underwater. Simply surface to refill.
 Binoculars NIKOS F500	Use to see screens up/down/left/right from your position. Viewing is not possible from inside particular close quarters.
 Cardboard	A normal cardboard box with a label "TO ZANZIBAR COMPLEX".
 Bucket	Metal bucket used to wash lavatories. What can it be used for?
 Hang-Glider	A hang-glider covered with camouflage patterns. Useless in a battlefield.

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 Night Viewer	Equip this to see in dark places.
 Egg	An egg in the bio-lab.
 Pills	The flu medicine for nasal symptoms. It works well against symptoms like sneezing, runny or clogged nose, perhaps.
 Brooch	The brooch Natasha gave you. The design is the mark of Zanzibar. Has scent of Natasha.
 Spray Mrs. Spray	Highly inflammable lacquer spray with LP gas inside.
 Card 1 to 9	ID Cards used throughout the Zanzibar fortress. Opens doors accordingly.
 Red Card	A master card compatible with cards 1 to 3. When you pick this up, cards 1 to 3 will be thrown away.



Blue Card

A master card compatible with cards 4 to 6. When you pick this up, cards 4 to 6 will be thrown away.



Green Card

A master card compatible with cards 7 to 9. When you pick this up, cards 7 to 9 will be thrown away.

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Combat Rations MCI



Handy food called rations. One unit can recover all LIFE at once. To do this, select a ration in the EQUIPMENT screen, and press shot key. If are carrying one of these (i.e. it is displayed in the game screen), and your life reaches '0' you will automatically consume it. Also, rations are divided into the following units, and each menu is different. You should know their menus thoroughly, since such knowledge will be indispensable during several occasions of the game.

1) B1 Unit / Beef, pork, ham and eggs paste, tuna fish, chocolate and crackers.

2) B2 Unit / Tomato-boiled peas and meatball mix, potato-boiled peas and German sausages mix, potato-boiled beef and Sauce-boiled diced beef.

3) B3 Unit / Sauce-boiled sliced hams, chicken and turkey, spaghetti with beef, turkey blocks, cheese and coffee.



Ammo Set

Contains bullets for handguns and sub machine guns. The maximum amount that player can be equipped with depends on his level.

NOTE: Some equipment has other special uses not indicated above.

Player Level and Item Restriction Table

Item	Level1	Level2	Level3	Level4	Level5	Level6	Level7
Handgun	60	90	120	150	200	250	300
SMG	-	150	200	250	300	400	500
Grenades	-	-	30	40	50	60	60
Gas	-	3	6	9	12	15	20
Stinger Missiles	-	-	6	6	8	8	8
Remote-control	-	10	15	20	25	30	35
Mines	-	15	20	25	30	35	40
Mice	-	-	-	20	25	30	35
Rations	1x3	1x3	2x3	2x3	2x3	3x3	4x3

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TAP CODES

Tap code was a communication method used in POW detention centers of North Vietnam. (Prisoners often referred to them as the Hanoi Hilton). Some claim it was already established by the Korean War.

It is based on coding and decoding through taps - noise and sounds. The sender, with the table in mind, hits the wall, the floor, pipes, anything that could create a reverberating sound. The receiver decodes according to the same table. In this way prisoners could exchange information without speaking to each other. Specify the rows first - hit once for the first row, hit twice for the second - and after several moments, send the column information through your hits.

A	B	C	D	E
F	G	H	I	J
L	M	N	O	P
Q	R	S	T	U
V	W	X	Y	Z
1	2	3	4	5
6	7	8	9	0

(Example)

3, 2...M

1, 5...E

4, 4...T

1, 1...A

3, 1...L

2, 2...G

1, 5...E

1, 1...A

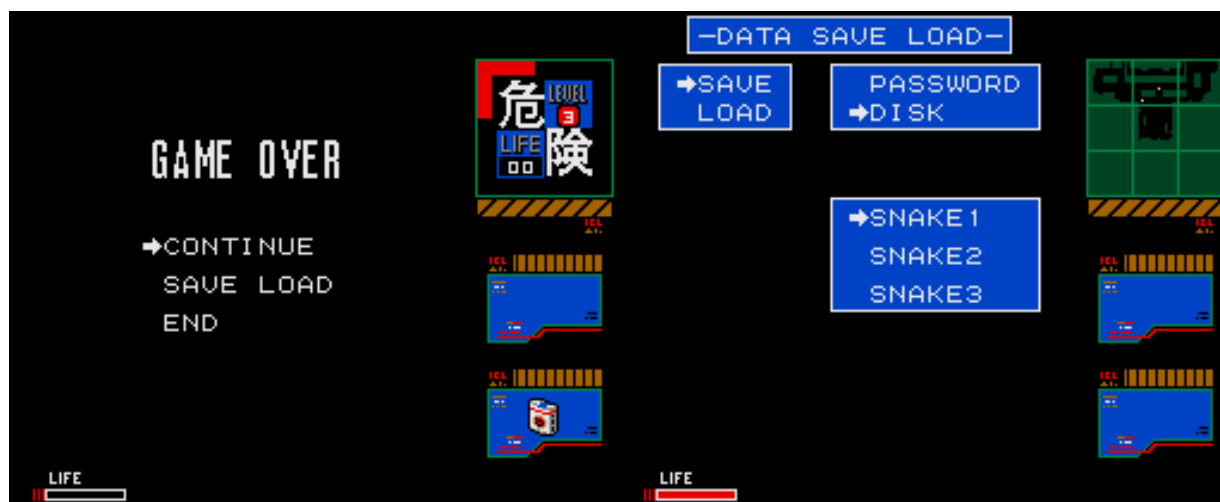
4, 2...R

6, 2...2



SAVE/LOAD

In this game, you can save and load during gameplay. You can enter the "Save/Load Screen" by pressing the F5 key in the game, or by selecting SAVE/LOAD from the GAME OVER screen. To return to the game screen after you have entered this mode, press F5.



There are 3 methods to save or load:

1. By using passwords.
2. SRAM. [Game Master 2](#) cartridge (RC755) is required.

WARNING : Current fMSXs do not support this function!!

3. Disk. Requires a disk drive and a 720k 3.5 inch floppy disk.

If you are playing with fMSX, do not forget to format 'drivea.dsk' or whatever disk image you use to save your Metal Gear 2 files, or you will fail to save.

How To Create A Save Disk

1. Run fMSX without any disk image or external ROMs (such as game ROMs) specified. (Ex: Just type "fmsx-dos", from MS-DOS)
2. You will enter MSX BASIC. Type in "CALL FORMAT" and press ENTER. The current disk image (always drivea.dsk) will be formatted.

NOTE: If you wish to use a name other than "drivea" you must specify one! Type "fmsx-dos -diska NAMEOFDISK.dsk" (Ex: "fmsx-dos -diska MG2SAVE.dsk")

If you use a different name, a batch file with the appropriate commands must be created.

3. Quit fMSX, and start playing Metal Gear 2!!

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How to Save

If you select "SAVE" in the Save/Load screen, you will be prompted to choose between the following saving methods. SRAM will not be displayed if you do not have the Game Master 2 Cartridge in slot B.

- (1) Passwords

Select "PASSWORD" in the Save screen, press SPACE key, and a password will be displayed. Accuracy is important! Make sure it's correct when you write it down!

(2) SRAM

Select "SRAM" in the Save screen, press SPACE key, and choose a filename.

Then the data will be save into SRAM.

(3) Disks

Select "Disk" in the Save screen, press SPACE key, and choose a filename. Then the data will be save into disk.

Just like SRAM, 3 filenames are available - SNAKE1, SNAKE2, and SNAKE3.

Move the cursor to specify a filename.

NOTE: Make sure to use formatted disks as your save disks. To format a real disk, refer to your MSX manual.

How to Load

If you select "LOAD" in the Save/Load screen, you will be prompted to choose between the following saving methods:

(1) Passwords

Select "PASSWORD" in the Load screen then you will enter key input mode. Enter the password you saved (wrote down) with the keyboard. When you finish, press the ENTER key. If the password is correct, the game will be loaded.

(2) SRAM

Select "SRAM" in the Load screen, press the SPACE key, and choose a filename. The game will load.

(3) Disks

Select "DISK" in the Save screen, press the SPACE key, and choose a filename. The game will load.

[Go to Next Page](#)

SETTINGS

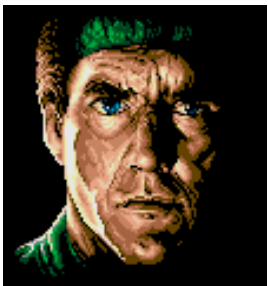
If I die in a combat zone
Tell all the people in homeland
That I did my best.
If I die in a combat zone
Tell that pretty girl of mine



That I bring best memories with me.

If I die in a combat zone
Tell all my best friends
That I died facing the gun.
If I die in a combat zone
I don't need my name on grave.
Etch instead that there was;
A man who lived, fought and died.
From "[IF I DIE IN a COMBAT ZONE](#)"
(an anonymous song of mercenaries)

CASTS



"SOLID SNAKE"

The Player (You)

A former FOXHOUND squad member, he is Japanese-British, with an IQ rating of 160. He is conversant in 6 languages, well trained in high-altitude skydiving, scuba-diving and free climbing. Able to sneak anywhere, and under any circumstances; he is "a man who can make the impossible possible". The very man who famed the name FOXHOUND worldwide through Operation Intrude N313. He retired, but was later scouted by the CIA. He served as a deep cover agent there, but opposed to its system, and left the organization after 6 months. He was deep in the Canadian wilderness when FOXHOUND called him back once again. True name and family are concealed through "Classified National Security Codes".

Height: 178 cm

Weight: 75 kg

"BIG BOSS"

Former general troop commander of FOXHOUND.

An American who participated in LRRP (Long Range Reconnaissance Patrol) in



Setting

Vietnam, and afterwards, exploited his superior skills in SOG (Special Operations Group), the Green Berets and the Wild Geese. He has completed more than 70 missions. In the late 80's, he participated in several regional conflicts and race liberation wars. He was heralded as a true hero and made the front covers of popular magazines in many countries.



Then he lost an eye, and retired from the front line to concentrate on military education and training. The 1990's arrived and he was nominated as general planning commander of the international special forces squad FOXHOUND. Then, "BIG BOSS", transformed by greed and dreams of absolute power, managed to take control of OUTER HEAVEN, (the military fortress nation in Salzburg) and tried to establish world domination. He was stopped by "SOLID SNAKE" in operation N313. He has since fled to the Middle East.

Exact location is unknown.

Height: 180 cm

Weight: 89 kg



Roy Campbell

General planning commander of FOXHOUND.

The American responsible for "OPERATION INTRUDE F014". He has called "SOLID SNAKE" back as an intruder for this operation. After holding high rank in the United States Marine Corps (USMC), Fifth Marine Legion, and the Green Beret Squad, he joined FOXHOUND, and became vice-commander. Was known for the code name "CHICKEN FOX" in his early days.

His strategic planning ability was clearly evident after "BIG BOSS" was gone. Campbell discarded code names, and built up the already hi-tech special force team by utilizing recon satellite orbits and other implementations, creating a completely new Campbell-way FOXHOUND.

In contrast to the instinctive and wild strategies of BIG BOSS's, he ekes out operation plans with caution and detail, and "zero residual presence" is of utmost importance. Roy was awarded several honorable titles in the late 90's.

One of the few commanders who remembers the old FOXHOUND of "BIG BOSS" days.

Height: 183 cm

Weight: 77 kg

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Holly White

An American free-lance journalist.

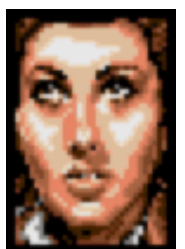
Born from a French mother and an English father, she became interested in literature at an early age. Was awarded the Pulitzer Prize for her shocking Afghanistan report. Moreover, she is famous as a documentary program director for KTV, and won a Grammy Award for her documentary, "Unknown Bloodstream". Her fame has multiple aspects, like once being contracted as a fashion model for "Vogue" magazine. Now, she actively utilizes her position and honor to the extreme, playing a spy role for the CIA. She has sneaked into Zanzibar Land under the guise of a journalist.

Height: 167cm

Natasha Markova

Former professional figure skater.

Was called "a fairy on ice" in world championships and the Olympics, and won 2 championships in a row. Came to knew a western man in Calgary, and she fell in love with him. Tried to seek asylum with him, but failed, and Natasha was stripped of her competition rights. Then she joined STB (Czechoslovakia International Secret Police). On a mission to escort Dr. Marv to America, the plane was



Setting

hijacked by Zanzibarians. Natasha was among the passengers and her current situation is unknown.

Height: 165 cm



McDonnel Miller

Hired by Campbell as survival consultant for FOXHOUND

Born in the United States 60 years after his grandparents immigrated there, he has served as a survival master in SAS (Special Air Skytroopers of Britain), The Green Beret Squad, US Marine boot camp, and most recently FOXHOUND. He is also volunteers as a coach in MERC SCHOOL (Mercenary School) twice a year. When he served as a drill sergeant in the FOX HOUND, he was referred to as a 'Hell Master' and draftees called him "Master Miller" with respect. He divorced his first wife (Nadine), and is currently residing in Los Angeles with his daughter (Catherine).

Miller is full of ideas and is quite knowledgeable in the area of science.

Height: 178 cm

Weight: 85 kg

Yozef Norden

Expert on all animal matters

A zoologist, also known as a UN endangered species preservation authority. Has been acquainted with Petrovich since they were college graduates. He was once a Green Peace member when he was young. Norden is currently the vice president of WWARF (World Wide Animal Rights Federation) and also a living matter accountant for the science magazine "Maxwell". He is now in near Zanzibar to investigate animals indigenous to the area.



Height: 179 cm

Weight: 95 kg

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"GREY FOX"

Former FOXHOUND member.

Owns a "FOX" title which is the maximum commemoration in FOXHOUND, and he is senior to "SOLID SNAKE". Was always a top in the FOXHOUND troop. In operation N312, he sneaked into OUTER HEAVEN and actively collected Metal Gear information. When "BIG BOSS" disappeared, all trace of him was lost and it appears he followed after his commander. True name is concealed by "Classified National Security Codes".

Height: 179cm

Weight: 85 kg

George Kessler

FOXHOUND strategist.

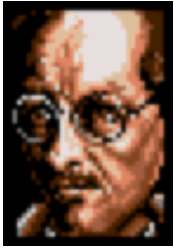
After his career in various mercenary troops like South Africa mercenaries and French Foreign Legion, in the "Zanzibar Independence War", (commonly referred to as "War of the Mercenaries") he was severely wounded in his right thigh, and his professional military career was over. He once worked as a negotiator but shortly afterwards became a war informant using his battlefield experiences and knowledge. For a very long time he has been serving as an advisor for FOXHOUND. At this moment, it is said there is no mercenary he doesn't know of. On the other hand, it's also said that if you don't know him you are not worth being branded a first-class mercenary.



Height: 188cm

Setting

Weight: 90kg



Kio Marv

A Czech scientist. Professional in bio-technology.

In the east he was conducting a study on fertilizer evolution planning using bio-masses. By accident, he discovered the "OILIX" prototype in one of his experiments. He has made improvement after improvement on it, and the world spotlight now shines upon him. He has no families. He was also famous as a computer games maniac, and he subscribed many games he made himself to various magazines, and was regarded as splendid game designer. On his way to America to join the "International Energy Problem Conference", he was kidnapped and taken to a fortress in Zanzibar Land. Has severe heart problems.

Height: 172 cm

Weight: 65 kg

Petorovich Madnar

Former Eastern scientist prodigy. Professional in Robotology.

In N312 times he developed TX-55 "Metal Gear Prototype" , TX-11 "Cyberoid" (Arnold) and was forced to utilize these technologies and others in OUTER HEAVEN. Reformed the base using engineering and powered-gear technologies of the time, and is famed as a "Father of Robotology". After the N313 incident, he sought asylum in the west leaving his only daughter Ellen. Petrovich is an academic friend to Marv the Czech scientist.



Height: 187 cm

Weight: 77 kg

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ABOUT FOX HOUND

The origin of FOX HOUND

In 1990, to fight against local rebellions, regional conflicts and terrorism, a special force squad was founded in secret.

The name of the troop: "FOXHOUND".

FOXHOUND is a team of special agents which sneak single-handedly into "non-official combat" zones which are too strong in the political sense to intervene through military power. FOXHOUND agents are trained to complete the various missions they are assigned to in secret, almost considered a "modern ninja".

DUTY OF FOX HOUND

FOXHOUND was formed in NATO to . Its duty is, under non-official combat status, to sneak into deep into the enemy border where no national intelligence cannot enter, and collect information about enemy military force.

All members of FOX HOUND have mastered various skytrooper techniques, thoroughly acquainted with secret invasion technique from underwater and over the water, so they can sneak secretly by any kind of breaching path.

Moreover, they have masteries and knowledge over survival over extended length in bushes, jungles and desert, acute tailing, furthermore detonating operation, wireless communication, seizing and reusing enemy weapons, collecting information, various martial arts, emergency medical operations, linguistic and hi-techs, anything required for being as a hi-tech special squad.

In 1995, its existence went into close-up worldwide through "OPERATION INTRUDE N312".



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FOX HOUNDER Selection and Drills

Selection

FOX HOUND members are never chosen out of external non-military people, but are chosen out of recruits and self-nominees from various special force members.

[Selection Procedure] The aspirants initially receive exams in 3 aspects - physical, psychological and intelligence.

*Physical Exam

Basic physical ability

Short-range run

Uninterrupted 80 push-ups

Uninterrupted 100 situps

50 meters free swimming

Underwater diving ability

Lone wilderness march (carry a backpack of 30kg, and conquer 64 km of length in 15 hours)

*Psychological Exam

Mental recovery, concentration, endurance, self-control, tough inner self which are required to overcome the duties

ESP expectancy score

Marksman ability

Recognizing and making decision on emergency environment

*Intelligence Exam

Language

Non-domestic geology

World situation

Hi-tech technologies

Medical in outdoors

Detonation operation

Concealed communication

Foreign weaponry

*Drills

Those who passed the selection course are forced to take following professional training courses.

Battlefield survival test (14 weeks)



Setting

Shooting practice (very high standard is required; 100% to the target 548 meters away, 95% to the target 914 meters away)

Patrol

Conquering mountain

Martial arts (fighting)

Border crossing

Guerilla combat

Land navigation

Map reading practice

Escape - avoiding dangers

Field combat medics

Rebelling and ranger practice

Weapons

Nautical control and navigation

Diving, underwater sneaking

Canoe

Parachute skydiving practice (4 weeks)

Assault paratroopers skydiving practice: H-A-L-O and H-A-H-O

11 normal skydiving, 15 in full gears, 2 in nighttime, 2 mass-tactical strategic diving.

Intelligence operation

Language and customs of destination country (4 weeks)

Sneaking technique

Improved flammable operation

Utilizing hi-tech arms

Communication (16 weeks)

Medical (10 weeks)

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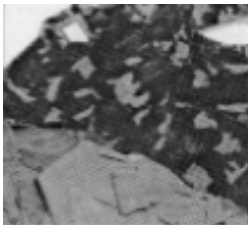
FOX HOUND GEARS

FOX HOUND is a non-official combat squad, so in usual "INTRUDE" operations anything that can indicate the identities should be acquired in enemy side, including weapons and equipment. For sneaking missions, they enter with a special via-satellite transceiver, a reactive radar and nothing else.

The mission assigned to them is to act concealed and complete without leaving any clues, so they always prepare equipment and weapons in their destination they sneak.

However, in drills, and in rare cases which they go to support the formal fighting troops (3 times so far), so we would like to introduce their standard gears here.

*Clothing



FOX HOUND has no formal uniforms like "service uniform" nor "dress uniform", only "field uniform". Also, they don't have even service caps nor hats, and on their field uniforms there are nothing that can reveal identities and nationalities like military clothing labels, insignias nor instruction labels. Therefore, there is no danger that they reveal your identity.

*Field Uniform

Field uniforms can be divide into roughly cold and hot regional types, both supporting variable-camouflage system with internal heat and luminous sensors. They are hi-tech suits colloquially referred to as "chameleon suits".

Moreover, a polyester shield with few radar reflection ratio called "camouflage screen" is being used together.

The purpose of camouflage is to blend the subject into background, and transform the unique specific figure which the subject own in itself. Variable-camouflage system achieves high camouflaging ratio by wisely compounding existing color patterns and the "chameleon color" which assimilate into the surrounding.

See the table below.

FOX HOUND Camouflage Data

Area		Color				
COLD	Percentage	30%	30%	5%	5%	30%
	Evergreen	Forest green	Field drab	Sand	Black	Chameleon
	Snowy	Forest green	White	Sand	Black	Chameleon
HOT	Tropical Rain forest	Forest green	Dark green	Light green	Black	Chameleon
	Desert (gray)	Sand	Field drab	Earth yellow	Black	Chameleon
	Desert (red)	Forest green	White	Sand	Black	Chameleon
	Urban	Urban gray	White	Dark gray	Black	Chameleon

NOTE) Chameleon color changes corresponding to the surrounding.

*Combat Boots

Setting

They were developed over the advancement of every jungle and combat boots various special forces wear. Together with "footstep noise contamination system" which suppresses "footstep sounds" which are fatal to sneaking missions and "footsteps jamming system" which can misguide enemy pursuits, there are taken precautions to make them suitable for secret mission in the enemy area.



To defend against traps like bungee stakes, there is an iron plate inserted in each boot.

*Combat Gear

Ammunition belt, leather harnesses, low-temperature ammo cases, flexible slings, suspenders, thermos, backpacks, etc.

*Bandana

While its main aim is to stop sweats falling from forehead, you can turn it into either comfortable cooler or heater equipment through chemical reaction.

Equipment

Special goggles

Not only sand- and wind-proof, but a real advanced stuff that can act as nocturnal vision in its infrared mode.

Ultra-small lightweight fan motor and temperature sensors are embedded, and when the moisture within the goggles exceeds over 70%, motor automatically activates.

Binoculars

High-tech general-use telescopes with various sensors NASA planetary investigation technologies applied to them. They can even analyze what human eyes cannot see. However, they are heavy and difficult to carry along.

Wireless transceiver

It can contact through satellites to anywhere in the world. For transmission purpose, it depends on special burst-signal conversion via computers, so decoding is not easy even if tapped. A greatest of items in FOX HOUND, where information is regarded important over anything else.

(Used in OPERATION INTRUDE N313 and F014)

Wireless-only income

Lightweight flexible income equipped with a high-ability microphone. It can concentrate sounds without vocal microphones, using a system which directly picks sounds from vibration of earbones.

(Used in OPERATION INTRUDE N313 and F014)

Mobile object reactive radar

A reactive radar which was introduced last year. It tells you anything moving in close range.

Other than that, various sensors can be equipped as options.

(Used in OPERATION INTRUDE F014)

Parachute

With "untie inversion skirt net" applied to prevent the mishap of opening to reverse direction, a special parachute which ensure low altitude skydiving. It can open even from low height of 150 metres, is planned that it can be sufficiently employed in low altitude assault skydiving missions like HALO. Moreover, it is stealth and does not react to enemy radar.

(Used in INTRUDE F014)

Electro-magnetic compass

A compass given birth from "mono-pole" theory. Acts normally even in thick forest which

Setting

jams normal compasses.

Knife

Two, a close-situation combat knife (developed inside FOX HOUND) and a survival army knife are always being carried, being selected upon need.

L-shaped torch

Water bottle

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Glove

Its structure decreases perspiration rate, and prevents slipping due to sweat.

(Used in OPERATION INTRUDE F014)

Socks, underwear and towels

Camouflage mat

Bugs repellent, antidote against vipers and harmful insects with electronic micro suction pump

Emergency medical kit

Rations

Vitamin pills, Origo-all P, salt

Water distiller pills

Wire cutter



Weapons

Automatic handgun

Beretta 92SB-F or S&W M459



SMG

Ingram MAC 11 or Hecklar & Koch MP-5



(NOTE: Equipment of large firearms are dependent on missions)

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WHAT IS OILIX?

Setting

*Formal name: Botulliococcus Ozuma Brownie

Commonly referred to as: OILIX

*By modifying gene of Botulliococcus Brownie the vegetable plankton, one of single-cell algae specimen, now it can produce large amount of liquid carbon hydrate of good quality, equivalent to raw mineral oil. Furthermore, by upgrading reproduction method, it can be produced in large scale under few cost. This is a bio-mass which you can expect as alternative energy to oil to satisfying degree.

*You can extract 0.8 kg of raw oil out of 1 kg of this algae.

From the raw oil you can get approximately 70% of gasoline and 25% of aviation fuel.

This gasoline contains high-level 96 octane value

*Reproduction

For each 1 hectare, 85 kg of oil can be acquired in one day.

Large-scale reproduction is possible.

*Reproduction Condition

If basic conditions "Warm, Dry and Long Sunlight Hour" are met, it can be reproduced even in provinces with few water supply.

Zanzibar Land is dry, hot and sunlight is abundant throughout the years, so it is most suited to reproduce OILIX.

*The Inventor, and Upgrader of Reproduction Technology

KIO MARV of Czechoslovakia

OILIX was represented in Praha World Energy Conference of 1999, and it was meant to receive interest from not only advanced but also developing countries as one of remedies for energy matters.

In developing countries in Africa or else, energy shortening is getting more serious than food problems.

This happened because wood cutting was regulated to protect ozone layer.

After its appearance into public, large oil companies from every nations were expected to show up for contracting rectifying process, and a subtle ray of hope might have shone onto energy crisis....

Origin of the Term

A compound from "OIL" and "MIX". Also, it was developed under the code name "OIL-X", so eventually it was called as oil-X, transliterated as OILIX.

*Energy crisis

As the background which produced "OILIX", an energy crisis plays a role. After two Oil Shocks, world concentrated over development of energies to take over oil, one of them nuclear.

Then late 1990s arrived, as alternatives, development of electric power plant based on solar, wave, oceanic water-temperature gap, and also nuclear high-speed reproductive engine and fusion plant went forward, decreasing the reliance to oil as a source of electricity, but reliance rate to oil as heat source for transportation vehicles still remains high.

From "Third Oil Shock" caused by oil scarcity of 1998, price of raw oil was raised largely, world economy went into dismay from much confusion, financial lowliness and inflation.

Among such situation, the nominees as alternative fuel to mineral oil were "automobile



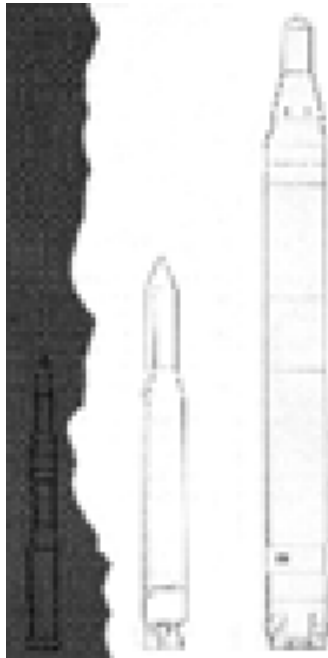
methanol", "sand oil" "shale oil" and "rectification by bio-mass". Most of all, the man-made oil production which do not rely on seismic energies - "Raw oil rectification using micro organisms" was seen as more optimistic method than others. Issues of scientists are rectification ratio and amount, and cost that much them. "OILIX" can be said as a practical alternative energy which satisfy all those standards.

	All-scale nuclear weapon abandoning and local conflicts	Scientific improvement and social events
1986	<p>Jan. Gorbachev proposed abandoning nuclear weapons.</p> <p>Feb. President Reagan proposed whole abandoning of INF (Intermediate range Nuclear Force).</p> <p>Oct. USSR began limited retreat from Afghanistan.</p>	<p>Jan. Voyager 2 approached Uranus again.</p> <p>February, USSR launched Mir.</p>
1987	<p>May USSR residential force in Afghanistan began retreat.</p> <p>Oct. USA and USSR came to consensus on INF total ban in their diplomatic minister conference.</p> <p>Dec. 8 In Washington, USA and USSR signed INF total ban treaty over national leader negotiation in Washington.</p>	<p>Feb. Soyuz TM 2 and MIR succeeded to dock.</p>
1988	<p>June In Moscow, USA and USSR prepared collaborated draft paper on "Scheme about the verification of INF Abandoning".</p> <p>INF total ban went valid.</p> <p>START (STrategic Arms Reduction Talks) was approved by both USA and USSR.</p>	<p>Aug. Space shuttle launching re-started.</p>
1989	<p>USSR military forces including 500000 personnel, 6 tank legions and other troops were cut.</p> <p>SINF total abandoning was completed.</p> <p>USA-USSR diplomatic ministers conference was held in Wyoming.</p> <p>The separation between negotiations over START and SDI was prevailed to public.</p> <p>Peace between Iraq and Iran.</p> <p>Democracy movement widespread in various Eastern Europe areas.</p> <p>Malta conference was held.</p> <p>Berlin Wall was torn down.</p> <p>Democracy Fever in all over Eastern European nations.</p> <p>Asylum-seekers and refugees flowing into capitalism society increased.</p>	<p>Voyager 2 re-approached Neptune, and left solar system.</p>

1990	<p>Normal-arms military balance over East and West, and negotiation over mutual reduction was approved by both.</p> <p>CFE, European normal-arms military force cutting negotiation, advanced.</p> <p>USA-USSR chemical weapon prohibition treaty was signed.</p>	
1991	<p>Regulation talk over SDI came to dissatisfaction.</p> <p>LINF total abandoning had finished.</p> <p>Middle East peace.</p> <p>North and south talks were held.</p>	<p>Output of high-power laser was improved.</p>
1992	<p>50%-reduction treaty over strategic nuclear weapons was signed.</p> <p>Normal arms and war machines were cut in Europe.</p>	<p>Average ratio of GNP per population in Asian NICS country to world average exceeded 10%.</p> <p>Development of brain bombs.</p> <p>Experiment of coil gun was succeeded.</p>
1993	<p>SLCM, Sea (surface or underwater) Launched Cruising Missile regulation treaty was signed.</p>	<p>Development of main battle tank Goliath.</p> <p>Experiments of rail-velocity guns began.</p>
1994	<p>30% of remaining strategic nuclear weapon was cut.</p> <p>Krypton-85 density in airs of USA and USSR stabilized. Postponement of plutonium production for military purpose was confirmed.</p>	<p>USA army seriously re-started development of mortar gears.</p> <p>Laser beam gun experiments began in out of atmospheric zone.</p>
1995	<p>OUTER HEAVEN crisis.</p>	<p>Average ratio of Japanese GNP per population to world average exceeded 60%.</p> <p>NASA developed experimental walking tank for exploring planets.</p>
1996	<p>Mobile ICBM (Inter-continental Ballistic Missile) was totally abandoned.</p>	<p>LSI production using reso-graphy using SOR began.</p> <p>First Metal Gear was developed.</p>
1997	<p>Tactical nuclear weapons were totally abandoned (Third Zero).</p> <p>Zanzibar Land Independence War (War of the Mercenaries) took place.</p>	<p>Development of high-speed reproductive nuclear plant advanced rapidly.</p>
1998	<p>Chemical weapons were totally abandoned.</p> <p>Third Oil Shock.</p>	<p>Super-LSI with 100 M bit class of memory in one chip became available.</p> <p>Metal Gear D was developed.</p>
1999	<p>USA and USSR storage quarters for disposal were raided.</p>	<p>Metal Gear Gs were mass-produced.</p>

Classification of Nuclear Weapons by their Ranges

Over 5500 km	Strategic Nuclear Weapon * ICBM (Inter-Continental Ballistic Missile) * SLBM (Submarine Launched Ballistic Missile) * Long-range bomber planes (BS, B-1 B)
5500 to 500 km	INF (Intermediate range Nuclear Force) Note) Sometimes referred to as Theater (regional) Nuclear Weapon. * Over 1000 km: LINF (long range) * From 500 to 100 km: SINP (short range)
Under 500 km	Short range Nuclear Force Note) Also called as Tactical Nuclear Weapons or battlefield nuclear, for their roles and concepts.



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OPERATION INTRUDE F014

"Your mission is to sneak into Zanzibar Land alone, and retake Kio Marv, the Czech scientist.

This mission is divided into three parts in large. First stage is sneaking into enemy territory by skydiving with parachute. This will be done by nighttime HAHO jump.

Second stage is sneaking from dropped point to the enemy fortress. This will be done by free climbing from south cliff wall where security level is low.

Third stage is sneaking into enemy fortress, rescuing Dr. Marv and heading toward exit point.

This third stage is this game.

Following is the operation order sheet for F014. Please act according to this sheet.

I hope your good luck..."

Roy Campbell, FOX HOUND General Planning Commander

Operation Order Sheet

OPERATION INTRUDE F014

Secrecy Category	Maximum (TOP SECRET)
Copy No.	001-03
Practitioner	SOLID SNAKE
Operation Order From	01:99, Dec. 24, 1999
Operation Code	OPERATION INTRUDE F014
Reference	Zanzibar Land Map Series K325
	Scale: 1 to 50000

Situation

A: Enemy Force

By this month, enemy forces were greatly increased, and mercenaries from every nations seem to be entering the nation. From what we have collected out of infos from recon satellites and agents, both alert systems and patrols were reinforced and it is always under strict alert condition ([Level 1](#)). Moreover, import, in-purchase and preparation of arms and gunpowder are estimated to have increased too. Gunpowder alone has already surpassed the figure of last month's by 30%.

B: Weather

In operation periods, High air pressure will be dominant around the target area, so the visibility will be clear, giving no trouble on skydiving missions. Also the moon will be full so CAVO (Cloud-bottom Altitude, Visibility Over) will be achieved, night vision will be good. You will need no help from sensors, so diving onto drop zone with eye visions will be possible. Wind will be calm and [Minovsky density](#) will be stable. Stealth equipment will not be affected.

Sunrise 06:66 Sunset 17:00

C: Terrain

A sharp, nearly ninety-degrees cliff stands on south of the enemy scourge fortress , tropical jungles and quagmire expand on north. There is a desert in center area, and highland reside in north area. In desert area, the temperature difference between day- and nighttime is great. There is a huge crevice in north to the enemy watchtower.

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D: Location

See 3D see-through map. (See Appended Map 1)

E: Enemy Force Size

The statistic up to last month: 30,000 personnel approx. Presently, increased by 30%. The number of immigrated mercenaries is unknown.

F: Cover

No our or friendly force is in the target area. However, there is a support from a deep cover agent. [Holly White](#), a CIA agent, 168 cm high, blonde Caucasian. No photo source available. (See Appended Document 2)

Mission

Sneak into Zanzibar Land, and rescue Kio Marv the Czech scientist. Then retreat and flee to the getaway point. Protection and safety of Kio Marv and/or OILIX are of topmost priority. (See See-through image of the map)

Operation

A: Mission Plan

Setting

First Stage Skytrooper Intrusion Operation Conduct the night-time HAHO (High Altitude High Opening parachute skydiving). Skydive behind the concentrated area along the national border, where enemy forces are concentrated. From the Afghanistan border, dive at the alt. 35,000 feet from a PC-130 helicopter, and sneak into Zanzibar Land domain. At the same time, on China border, a faint operation (an operation to detract enemies) will be done. Parachute will be radar-stealth. There is few chance it will be caught by enemy radar. WARNING) Cooling due to wind-speed may cause frostbite.

Second Stage South Wall Intrusion Operation Conduct a free-climbing intrusion up the south wall of Zanzibar Land. Move from the landing point to the south wall on foot. It will take 20 minutes approx. Under no-wind condition, whole process would take 30 minutes to reach the sneaking point into the fortress. CAUTION) On various parts of the south wall, sensors are set.

Third Stage (Game) After rescuing Marv, retreat and flee to the getaway point. Pickup by a helicopter, and leave.

B: Detailed Instructions

1. Departure and Return Hours

Departure December 24, 1999

Return Unspecified (when the mission is completed)

2. Axis Intrusion, Retreat and Fleeing Routes, Landing and Getaway Points...See attached documents

3. Actions to be Taken when Encountered by Enemies

Refer to standard FOX HOUND Operation Procedure.

4. Actions to be Taken in Dangerous Areas

Refer to standard FOX HOUND Operation Procedure.

5. Actions to be Taken around Target Point

Protect subject (Marv), retreat, and escape.

6. Actions to be taken when Caught as a Prisoner

For this will not be included into Warsaw Treaty condition, rescue activity nor assistance negotiation will not be done.

Equipment and Weapon

Weapons and equipment will be obtained in destination area in basic. As military suit, wear non-official field combat uniform. Only noise-contamination boots, mobile-object reactive sensor, wireless transceiver and income are allowed to be equipped (when captured in enemy area, you have duty to explode them). Do not carry anything which identify you, and do not bear anything with product indication nor trademarks. Equip germ-free gears.

About Commands and Transceiver

The contact with operation headquarter be done via eastern and Western microwave satellites, 24 hours real-time. Frequency to communicate will be sent through special codes.

Supplementary Appended Documents

Photograph of the Subject (Marv), 3D see-through image of each check points.

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ZANZIBAR LAND (ZL)



Population	40,000
Area	450 square km
Capital	Zanzibar
Governmental System	Republic
Head of the State	Unknown
Political Party	One-party rule by Zanzibar Land Party

An inland nation surrounded by Pakistan, USSR, China and Afghanistan.

South is desert area, and north is formed by steppe high mountains and highlands. Climate is of dry nature, and the temperature difference between daytime and nighttime is extreme. Zanzibar Province was once a minor-race self-rule domain included in USSR, however, the opposition toward former regime rose in early 1990s, with the Baltic and similar crisis as detonating cause, it proclaimed independence in 1997, and won independence through "Zanzibar Land Independence War", and became armed fortified nation.

Despite the intervention of large nations of both East and West, this small tribal nation won a victory; it is said it was achieved through efforts of mercenaries from all around the world.

From this, the war was also called as "War of the Mercenaries", and let the world informed about the existence of the professional who choose the war as their job.

Language	English, Russian, Ukrainian, Polish, Uzbek, Vietnamese and French
Race	100 of every world races including Caucasian, Negroid, Ukrainian, Russian, Uzbek, German, Chinese and French.
Currency	Zanje
National Finance	Unknown
Defense Budget	75% of total GNP
Product and Resources	Iron, Coal, Bauxite, Tangsten, Beetroot, Flour, Oat, Potato, Corn, Super Mentha, Jijirium, Bizanium, Eltonium and Pegimin-h
Percentages of Field Suitable for Agriculture	24%
Average Life Span	Male 41.5 years, Female 40.31 years ('99 statistic)
Birthrate	20 for every 1000 population
Death Rate	35.8 for every 1000 population

[Go to next page](#)

Soldiers of Zanzibar Land (Guards)



Weapons and Equipment

Up until 1998, an English assault rifle called Enfield L85A1 was registered as standard rifle, but from 1999 it was replaced by Steyr AUG which was once standard in Austrian army.

They hang M68 shrapnel grenades from their waists. In Zanzibar Land fortress where most places are close quarters, they are almost never used but they are loved as a kind of "talisman" by soldiers. Protection goggles shutters sandstorms and ultra-violet rays in desert, and in night time they are designed to work as nocturnal scopes.

By switching them to telescope mode, they magnifying rate of x60 is possible.

Uniform

Camouflage is brownish woodland pattern. It suits well with jungle, desert, highland and quagmire in Zanzibar Land.

Red beret, which signifies them most in their outlook, has a national signature "ZL" attached to it. It is worn in normal duties (guarding), but in real operations a camouflaged helmet and a bulletproof vest is permitted to be worn.

Equipment of Zanzibar Land Soldiers

Of the soldiers of Zanzibar Land which even reach number of 40,000, 60% of them are these "Zanzibar Land Guards". Working in shifts, they guard every part of Zanzibar Land. Their first topmost concern is staying alert, so they are noted to be quite unexpectedly light-armed than other troops.

*Protection Goggles

All-purpose goggles which can also be used as an infrared night viewer. As an unique feature, an electric processor is attached on lens sides, all the time observing the movement of the eyeballs and eyelids of a soldier, and when an eyelid stays closed for more than 0.4 second, a subtle electrical shock is applied to the side of the head - a "nap prevention system" is installed in them.

*Helmet

In normal times berets are worn, but helmets are equipped depending on necessity.

This helmet is made of aramid plastic new fiber, and for each same unit of weight, it is 2 times sturdy as nylon and 8 times as iron.

*Gas Mask (M18-A 2)

This gas mask comes with a voice emitter so you can talk easily, endurance of a filter (cartridge type) is as long as 70 days, and you can drink water while wearing this mask.

Mainly mandatory for those on duty in gassy areas like research section.



*Equipment Harness

*M68 Shrapnel Grenades

*Pouch

*Combat Boots

*Combat Knife

*Ammo Case

*Water Bottle

*Wireless Transceiver

*Pocket-sized Buzzer

*Steyr AUG

An assault rifle which was developed by Steyr Co. of Austria. To hasten the magazine replacement during the battle, two magazines are attached with tapes.

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Mercenaries in Zanzibar Land

What hold the 40,000 forces of Zanzibar Land are, the war professionals (DOGS OF WAR) gathered from every nations in the world, the hired soldiers (mercenaries).

NIGHT SIGHT

A survivor of a legendary guerrilla squad "Whispers", which is said to be more advanced than Green Berets about jungle warfare in North Vietnam. He attacks with a Wei Shen Sho Ciang, a gun with few noise. He has latest camouflage system so he is invisible. Moreover he is radar-stealth so even a radar cannot reflect him.

BLACK COLOR

Hi-tech ninjas who had heightened their flesh to the limit with drugs and encased themselves within flex armors. They are from "Out-of-Earth Environment Special Force", a NASA top-secret project team. For a controversy rose regarding it as a too dangerous existence, the troop was dismissed before its actual debut. Some members fled armed, and sought asylum in Zanzibar Land.

RUNNING MAN

Former short-range runner which was famed during Barcelona Olympic. Doping ended his life as an athlete, and he became a mercenary. Later, he joined European terrorism. Fully acquainted in detonation technique, he sets booby traps depending on his fast legs. In France, he once served as a sub-leader of an extreme terrorists group LES ENFANTS TERRIBLES (terrible children). Within SEK (German domestic anti-terrorism special force), he is feared as a "running man".

RED BLASTER

An elite assassination-only man who achieved special operations degree in Rumumba University of USSR. He had career in SPETSNAZ (special commandos in Russian army), he favors detonating operations using explosives, and also is a master at throwing grenades.

PREDATOR

From former RECS (reconnaissance) commando squad. Professional in ambush and favors guerrilla tactics, he is called as "an assassin without form".

ULTRA BOX

An assassination squad for close-quarter only. A gang of elite from SAS, GSG 9 (Grenzschutzgruppe 9) and UDT (Underwater Detonation Team). They use velocity of elevators wisely.

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Zanzibar Land Military Contents

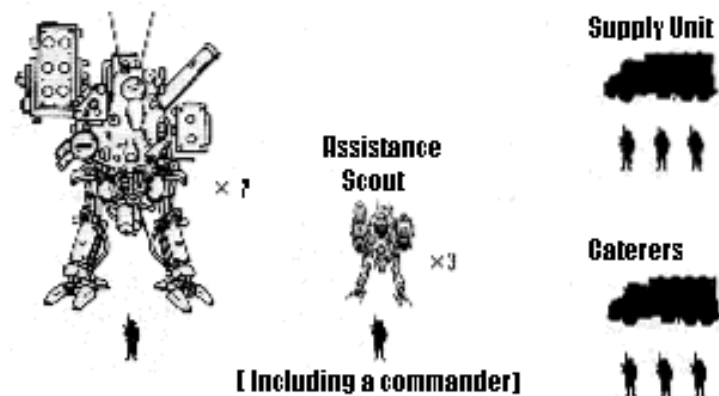
Zanzibar Land Tactical Army

Heavy Tank Legion	2	Goliath, Challenger, Melkapa-4, Abrams and others	31
Machined Infantry Legion	3	Mass-produced Metal Gear G	45
Light Tank Legion	2	Piranha, Aggress, Type-90 and others	30
Special Task Force	3	Nuclear-mounted Metal Gear D and G	10

Zanzibar Land Strategic Air Force

Assault Helicopters	Hind D, Hind E and others	15
Fighters	SU-29 Flanker, Mig-A Fulcrum and others	25
Scouts	Phantom RF-4C and others	5
Cargo/multi-purpose	Hercules C130, Gigant and others	29

Special Task Force Contents



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Facilities of Zanzibar Building

Zanzibar Building is a main stronghold of Zanzibar Land fortress, and is 24 hours active with complete support of various facilities.

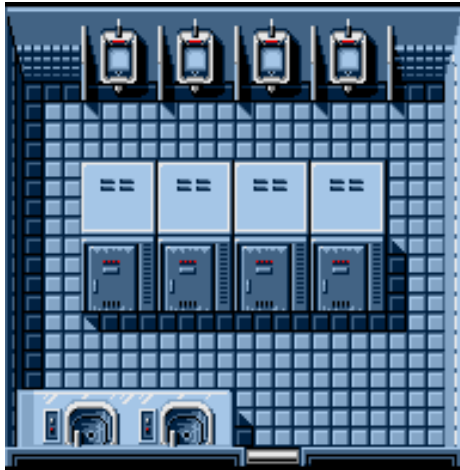
4F	Living Floor	For this is a living domain of soldiers, many cautions are taken to ease the weariness caused by their duties.
----	---------------------	--



Dinner Hall

With full set of tables and stools, and 3 sets of 40 inch size TV hanging down from wall to enjoy a brief moment of meal.

About the menu, aim service carefully computes calorie balance. Of the taste, it will be adjusted for each soldiers depending their homeland, so it can fill in the gap of races, food culture and religions. And this is only domain where soldiers can smoke.



Lavatory

Both gentlemen's and ladies' are supplied. Interior of the gentlemen's is conformed in sound blue, and in contrast, ladies' is unity of pale pink. Both is equipped with non-dust toilet from GA-INAX Co., and automatically cleanse you and dry you through a hale of warm air. Therefore, soldiers have no need to remove their weapon even in lavatories.



Sauna

To ease the fatigue of soldiers, a sauna is situated. This is only place where you are allowed to remove your combat gears.

Freezer

A food storage to supply dinner hall.

Cooling is possible down to minus 100 centigrade.



Bedrooms

Nap rooms with cares paid on sleeping soldiers.

There are 16 beds.

For human emotion comfort, floor is wooden.



Locker Room

Where you should change your clothes before going to sauna or bed.

One as a temporary trash to keep garbage, and 7 for soldiers to keep belongings.

They have locks.

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3F2F	Deck	This floor is not separated from first floor (actually a M2F), and is mainly used as a route to watch over first floor.
1F	Garages <div data-bbox="250 1028 711 1496"> </div>	<p>Central processing floor of Zanzibar Building. The facilities which work for fortress purposes are concentrated here.</p> <p>Central Command Room A control room which monitors every information in Zanzibar Land, process and provide orders.</p> <p>In a huge center screen, a whole view (a map) of Zanzibar Land is displayed.</p> <p>Factory Goliath, Hind D and other large war machines are constructed and maintained here. Refilling of fuels and removal/installation of gears are done here, too.</p>
B1	Arsenal Floor	Weapons to be equipped are kept.
B2	Water Tunnel Floor	<p>Power, and also a water supply source.</p> <p>Chemical reaction causes the water current to circulate for 30km per hour, thus supplies electricity to Zanzibar Land. Also water is purified and used for consuming purpose.</p>



Disposal Processing Room

To process all the garbage as excess from whole Zanzibar Building, a garbage compactor is set. This has built-in pressure sensor and process automatically, burns and feeds back the burning heat energy to fortress itself.



OTHER

Dust Chutes Ducts situated on 4F, 3F and 1F to transfer garbage. They connect to the garbage compactor on B2.

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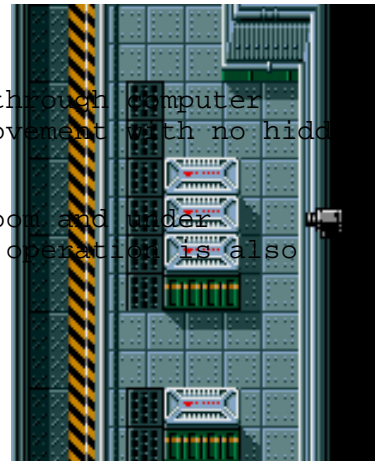
Alert System of Zanzibar Land

Visual System

Video Cameras

The video cameras set on each areas are, through computer manipulation, randomly perform watching movement with no hidden angle.

Visions are sent to the central command room and under surveillance of men and computers. Manual operation is also possible.



Sensor Systems

Infra-red Sensors

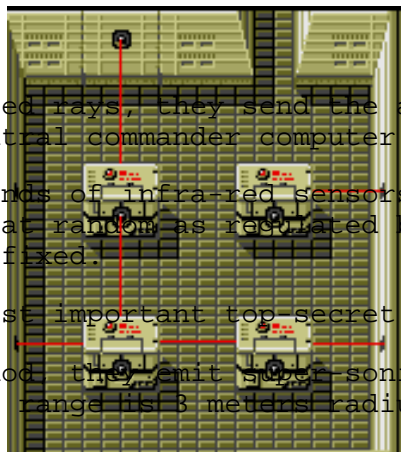
By use of infrared rays, they send the absence/presence of intruders to central commander computer.

There are two kinds of infra-red sensors; one changes the patterns of ray at random as regulated by computers, but other is not, staying fixed.

Mostly set on most important top secret areas.

Pulse Sensors

Using sonar method, they emit super-sonic waves which detect intruders. Pulse range is 3 meters radius.



Pressure Sensors

If a certain amount of pressure is applied for a certain period on one of these sensors set on floor, it reacts.

They are used for trap pits and garbage compactors.

NOTE) Pits have an active safety system so they do not act against Zanzibarian soldiers.

Noise Sensor Systems

In Zanzibar Land, noise sensors not only man-made but those of natural origins are placed.

Nariko Sand

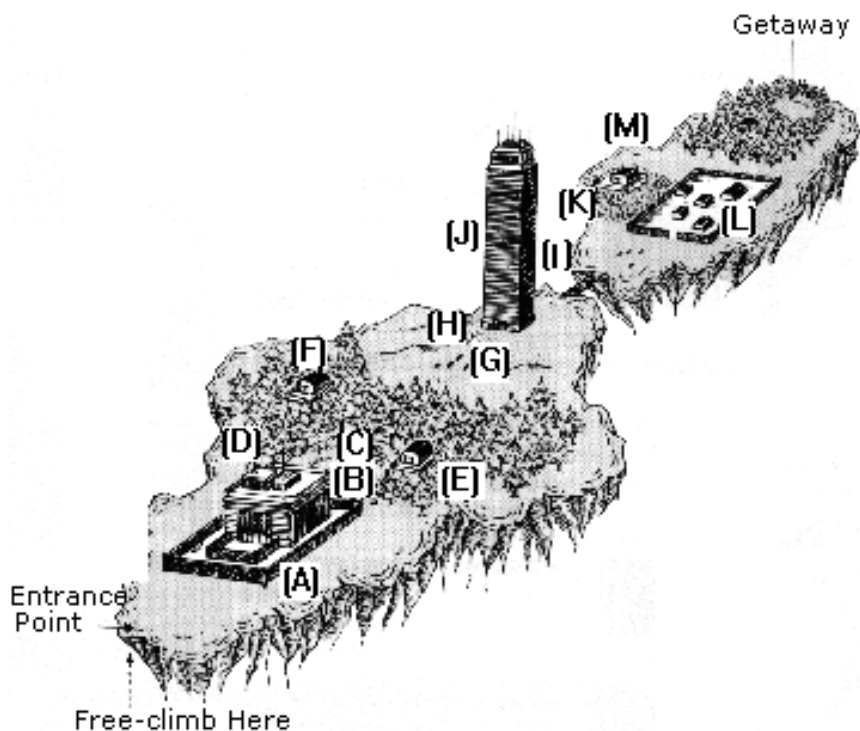
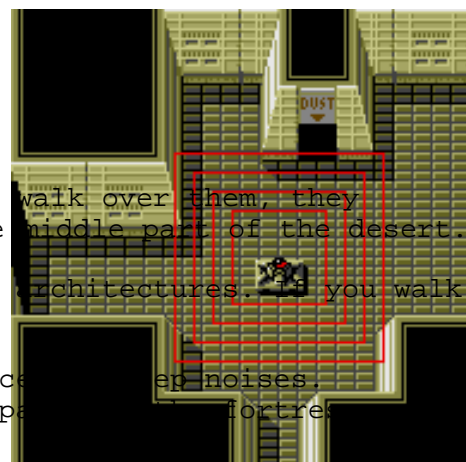
Imported from Okinawa, Japan. If you walk over them, they "squeak". They are planted around the middle part of the desert.

"Bush Warbler" Floor

A floor inspired by ancient Japanese architectures. If you walk over them, they produce "bird cries".

Footstep Reverberating Material

A double-structure plate which enhances step noises. Embedded in decks and various vital parts of the fortress.



(A) Fence

(B) Zanzibar Building (4 floors)

(C) Quagmire

(D) Maze Wood

(E) Arsenal

(F) Confinement Cell

(G) Nariko-Desert

(H) Helicopter Landing

(I) Bridge of Sorrow (Crevass)

(J) Tower Building (40 floors)

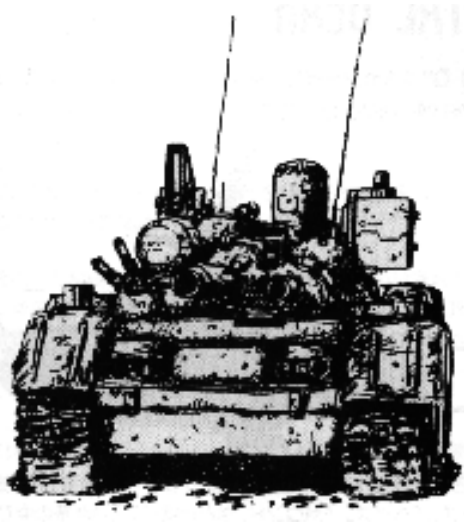
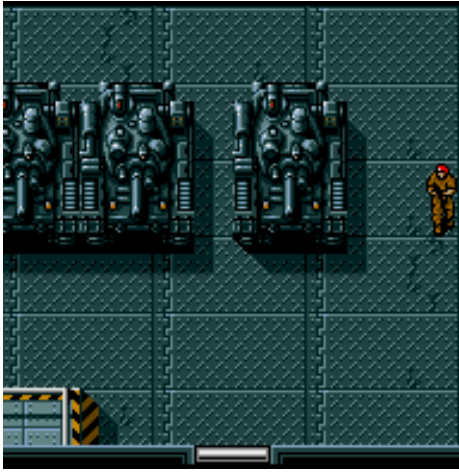
(K) Highland

(L) Detention Camp

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MECHANICS OF METAL GEAR

Goliath



Zanzibar Land Main Battle Tank

A main force tank which holds heavy tank legions in the Zanzibar Land tactical force army; 50 are ready at any time.

An MBT developed for the U.S. Army through collaboration of Chrysler, General Water, and Omni Corporation in the early '90s.

Form architecture planning took the best concepts from Abrams, T-72, T80, Leopard2, Type 99 of Japan Defense Force and others. Goliath is, as its name implies, a "huge" heavily-armed tank, but is equipped with a 2000hp engine and maintains high maneuverability even at its top speed of 75km/h.

Main gun can fire 30 rounds per minute through an "Auto-reload and Supply System". It can utilize thermal images, so you can adjust the bend of the barrel to correct artillery.

Sadly, a Goliath as a boss enemy was cut just prior to completion of the game. However, it still remains as one of the background images in Zanzibar Building's 1st floor.

But, even by today's standards, with digital computers, passive nocturnal sight options and other high-tech implementations, it's the tank of the future.

Crew: 4

Overall Length: 8.050 m

Overall Height: 2.980 m

Overall Width: 3.960 m

135mm smooth bore tank gun as main armament

2000hp gas-turbine engine - SAT2000 Gas Turbine (a product of Omni Co.)

Max. Speed: 75 km/h

Fully-loaded Weight: 54.5 tons

Armor: Ceramic hybrid armor, layers of anti-shell nets and a Chobham plate

Stores 100 135mm gunshells

Equipped with an artillery control mechanism, YG radar distance-locator, thermal & air-pressure and wind direction sensors, and a high-digital computer.

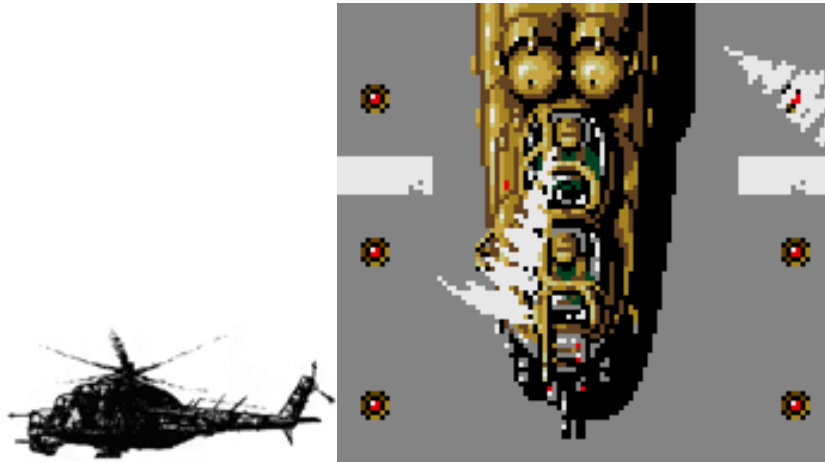
With a muzzle brake which neutralizes backfire from gunshots.

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MECHANICS OF METAL GEAR

HIND-D

Mir Mi-24 HIND-D ZL



Zanzibarian main attack-only gunship (gunner). Russian armed assault helicopter.

Along with similar Mir Mi families like "Hip", "Haze" and "Hound", most strongest gunships are HIND series, including this Mir Mi-24.

Also used in OUTER HEAVEN in last Metal Gear 1, this is a roc.

HIND D is a most important helicopter in Warsaw Treaty armies, and in contrast, is most feared by Western land forces.

Speaking of the origin, HIND-D is an upgraded HIND-A with reinforced arms and four-barrels electric Gatling gun equipped on its nose, to have it both applicable for anti-surface and air-to-air attacks. This HIND-D ZL is modified from Russian original in Zanzibar Land, trying to achieve increase of ability and firepower.

Upon modification, opinions of seasoned veterans were applied, and adjustments were made by many weapon strategists and scientists.

For example, even the "manipulated attack against the rotor from surface" which was was most fatal to the gunships was taken care of, and it cannot be shot down with small firearms.

About the equipment, 57 mm rocket pod, At-2 Swatter anti-tank missiles are needless to say, and even "AT-6 Spiral" anti-tank missiles, "Stinger" anti-air missiles or "Sagar" anti-tank missiles are able to be equipped. (Stinger which player can use during the game was initially there to be equipped with this HIND). 132 rounds of rocket are supplied all the time, and can be switched between anti-air and anti-surface depending on the occasions.

Crew: 8

Output: 2200 horsepower, two TV3-118 turbo-shaft engine with upgraded inter-axial

Maximum Speed: 340 km/h at altitude of 1200 meters (no external equipment) 290 km/h with external equipment

Practical Levitation Limit: 4500 m

Strategic Action Radius: 24 km

Whole Cargo Load: 1200 kg

Main Rotor Diameter: 17.00 m

Overall Length: 17.00 m

Overall Height: 4.25 m

Main Rotor Rotation Path Coverage: 227.0 square meters

Periscope sensor is attached to its mast sight, making "periscope attack" hidden under dense forest possible.

For amphibian operations, boat-shaped hulls on both side of the cockpit and float to hold the tail are able to be equipped.

Exterior is of titanium armor.

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Tactical Role of Metal Gear

Firstly, a Metal Gear is a nuclear-mountable walking tank, in another word a walking tank which can fire nuclear, and the main purpose of the series is to launch various missiles with nuclear warheads to all around the world from any locations, depending on various situations.

Appearance of this system, to the West which relied on SNW "trinity" like ICBM, SLBM, BS, B-B, and to the East which relied on ICBMs, posed as a real "threat".

Until then, launching ICBM (Inter-Continental Ballistic Missile), which is known as a tactical method with range over 5500 kilometers, was possible only from various nuclear sites. This fact left some warfare questions unsolved. Needless to say, vigilance from both East and West are 24 hours over these sites, and at the same time target of enemy attacks. Even a slight move will be detected, and provide a chance for counterattack.

This is a effect that might be referred as "security power" which is natural to nuclear, anyway...

On the other hand, SLBM (Submarine-Launched Ballistic Missile) can be, as its name indicates, fired from any sea area as long as it is underwater, but cannot be launched from the land. Even less from mountains and desert area, a ridiculous dream.

And about dropping from long-range bombers, the success rate to reach the drop point is low, and unlike submarines which can act completely independently, there are problems like refueling and several others.

Metal Gear series have solved all these matters, and furthermore, not only that they can fire middle-range nuclear like LINF with ranges shorter than 5500 kilometers and SINF (550 to 1000), but even short-range nuclear with range below 500 kilometers.

By simply changing every kind of nuclear modules, they can fire any missiles.

And they are mobile by their own, and adding to that, they can fire from where tanks even tanks cannot enter.

They can fire from all the area, all the points which were not included in world nuclear warfare map.

At the same time not only as a role of mobile nuclear launcher, they are equipped with weapons (Vulcan guns, machine guns and missiles) which support their own launching of nuclear, so can act independently in regional battlefields.

This is why East, West, and all the world fear existence of these war machines.

The appearance of Metal Gear is a dangerous occasion, which might collapse world military balance and nuclear security balance.



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How to Carry Metal Gear

Usually, long-range transportation of Metal Gears (excluding Metal Gear G) is done through air by "Gigant", a Sikorsky-type cargo helicopter.

Not exaggeration, a Metal Gear D, unlike skytrooper's tanks, has the size of 6 meters (even compacted) and 60 tons of weight, so it cannot not be loaded in existing large cargo planes like C130, and a large cargo helicopter customized to carry Metal Gear is necessary.

To carry a Metal Gear on air, it should endure at least 60 tons of weight.

For this purpose, Gigant, with 5 turbo-shaft engines was developed.

While carrying, a form which a Metal Gear is being hung by wires to a helicopter is taken. On any type of Metal Gears, hooks for air transportation are attached.

Metal Gear is most vulnerable under this status, so during such trips a few guard gunships should always escort. The transportation plan is thought as the first key point for every strategists.

Transportation is done in nighttime up to 20 to 30 kilometer far from the destination, and a Metal Gear travels by its own then (maximum speed: 45 km/h).

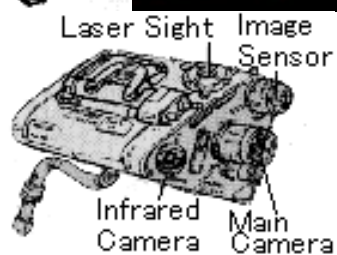
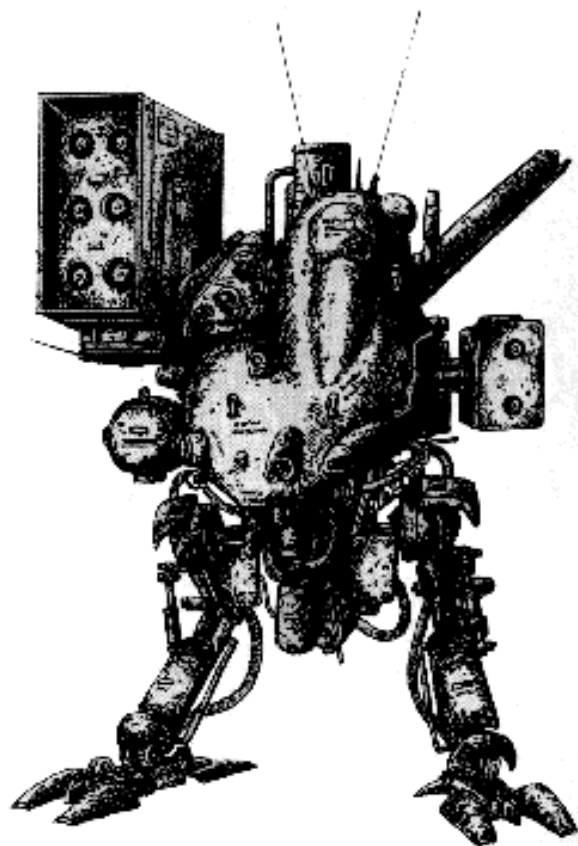
A Gigant carrying a Metal Gear D.

It was constructed using licensed HIND-D production technology.

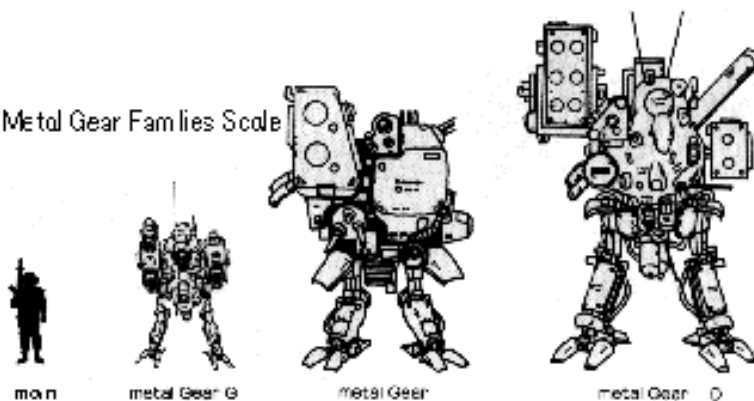


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METAL GEAR D

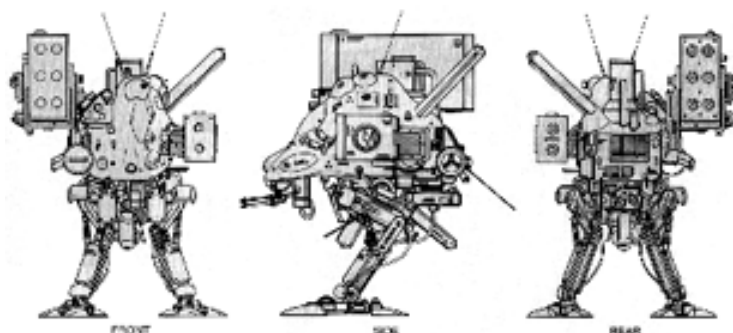


Metal Gear Families Scale



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METAL GEAR D



View from front, side and rear

SPECIFICATIONS

Overall Height	8.5 m (including sensors and a nuclear module)
Overall Length	7.9 m
Overall Width	5.76 m
Crew	1
Standard Weight	61.05 t (standard equipped)
Maximum Speed	45 km/h
Armor	Chobham plate + special heat-resistant ceramic
Power Generator Output	6,500 kw
Valid Sensor Radius	12,500 m

Equipment

Class 1 Weaponry

Standard Equipment

60 mm Vulcan Gun	Multiple-barrel type with 3 barrels		
5.56 mm Machine Gun	Shell types:	- Duplex	
		- AP	
		- Flex-jet	
Missile Pod with 6 Loads	Warhead types:	- Radar homing	
		- Environmental Searching	
		- IR (infrared-ray) tailing	
		- X-ray line-scanning	
Smoke Discharger x2			

Class 2 Weaponry

Optional Equipment, equipped optionally depending on attacking areas and mission purposes

Double Launcher Pod
Surface-to-air Missile
75 mm cannon gun

Class 3 Weaponry

Nuclear, Short- to middle-ranged nuclear missiles are equipped. (up to 6 shots)

Mass-Produce Metal Gear G (Gustav)



This was finally "unaccepted" and lost any chance to appear in the game (it was supposed to appear in the factory in 1st floor of Zanzibar Building).

A mass-produce metal gear developed as a heavy walking tank for local combat.

Nuclear modules are removed, and it is emphasized in lightweight and mobility. Sensors are improved to assist in infantry fighting in local areas (where tanks cannot enter).

One is available for each infantry troop, and its main service is to serve as a sensor for the troops, supply, and cover soldiers. Usually, those who ride in the Gustav are communication officers, information processing personnel and commanders, those who are considered "2nd class" in the military force.

It is opposite to Metal Gear D, which is covered with weapons from head to toe. This mini-Metal Gear is called a "walking control tower", because it processes all the information and battle status it receives, then transmits the analysis to all soldiers in the troop in real-time. And, it enables all soldiers to scope out a single target through its sensors!

Among soldiers it is called "OSTRICH", inspired by its form.

While it is just an assistant war machine, equipped weapons rival the power of MTB armored vehicles. You can mount optional weapons on its option latch, depending on the situation.

Equipped wisely, it is now possible to use as an economic alternative to main force war machines, such as tanks.

SPECIFICATIONS

Overall length	3.85m
Overall height	3.10m
Overall width	2.07m
Crew	1
Weight	18t
Max. speed	50km/h
Armor	Chobham Plate and Tangsten Armor
Equipment	2.5 mm Vulcan gun, 20 mm machine gun

Sikorsky- HH-64 D Dragoon



A NATO helicopter for carrying heavy cargo only, which appears in final part of the game.

This Dragoon is an upgraded version of Sikorsky Stallion series used by U.S Marines, planned for the purpose of carrying goods, transferring troops, rescuing combatants and so on.

Above others, the Dragoon which is on duty for the [OPERATION INTRUDE] was modified for the purpose of transferring and rescuing VIPs under special duties.

While it is different from gunships and with design customized for cargo, 3 turbo shaft engines are installed and has overwhelming firepower of three .62 mm machine mini-guns equipped on either sides and rear.

The potential of these mini-guns which can fire up to 4000 rounds per minutes can be understood once you have seen the ending of the game.

As crews, special force members wearing parachutes, called PJ ride in and cover the rescued.

Overall Length	20.50 m	Weight	15,400 kg
Overall Height	7.95 m	Maximum Load Which Allows Leaving Ground	2,065 kg
Diameter of Main Rotor	25 m	Maximum Speed	365 km/h
Diameter of Tail Rotor	5.08 m	Armor	Titanium alloy, titan carboid (TIC)
Output	4400 horsepower		
	3 T98-ME-V8 turbo shaft engines		

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DESIGN WORKS OF METAL GEAR

The main cast of "METAL GEAR 2 SOLID SNAKE" is, above all others, the mechanism "Metal Gear D".

The Metal Gear of this time was required to be, remaining the plot and silhouette of the last MGEAR1 design, at the same time gothic and with enough reality. For this, we have done model making and designing simultaneously, constructing a design. Sticking to the details, a design standard required , of which cannot be doubtful to exist in real world.

The below is a potion of rough designs nominated for design competition of Metal Gear D done for Konami designers.



PAGE 55

CREDITS

Game Design and Scenario

Hideo Kojima

Programming

Isao Akada

Toshinari Oka

Graphics Design

Shuko Fukui

Tomohiro Nishio

Tae Yabu

Yoshihiko Ohta

Mechanical Design

Tomohiro Nishio

Music Compose

Masatoshi Ikariko

Sound Effect

Kazuhiko Uehara

Special Thanks

Hiroyuki Fukui

Yumiko Hashioka

Manual

Written by

Hideo Kojima

Illustration

Tomohiro Nishio

Model Creation

Tomohiro Nishio

Visual Design

Naoki Satoh

Main Illustration

Yoshiyuki Takani

Special Thanks

KONAMI PC Survival Shot Club

English Metal Gear 2 Staffs

* 2 nationalities indicate a country of birth and present residential.

ROM Data and Code Replacements

[Maarten ter Huurne](#) (Netherlands)

Japanese => English Translation

[Takamichi Suzukawa](#) (Japan)

English Proofreading

[Jon Taylor](#) (USA)

Linguistic Advisors

[Marat Fayzullin](#) (Russia-USA)

*For estimation about [Yozef](#)'s nationality - Poland - and spelling

[Akop Karpetyan](#) (Armenia)

*For reading original broken Russian between Marv and Natasha

[Frisco Arenas](#) (Chile-Sweden)

*Also about Russian

[Yang Ho](#) (China-Japan)

*For name of [NIGHT SIGHT](#)'s gun

[Sean Young](#) (Netherlands)

*About spelling of Frank Jaeger and about Horry => Holly

English => Czech Translation

Alexey Podrezov (Russia-Czecho)

Military Terms Advisor

[Ramon Ribas Casasayas](#) (Spain)

Game Master 2 SRAM Emulation Code, to be used in future fMSX

[Sean Young](#)

Automating the Reverse Engineering of ROM Data

[Diego Lont](#) (Netherlands)

Most Fanatic Beta Testers

[Takamichi Suzukawa](#)

[Jon Taylor](#)

[Maarten ter Huurne](#)

[Diego Lont](#)

Metal Gear 2 English Manual Editorial Staffs

Japanese => English Translation

[Takamichi Suzukawa](#)

English Proofreading

[Jon Taylor](#)

HTML Editing

[Takamichi Suzukawa](#)

[Jon Taylor](#)

[Maarten ter Huurne](#)

Illustration Scanning

[Yang Ho](#)

Screenshots taken by

[Takamichi Suzukawa](#)

Image Editing by

[Maarten ter Huurne](#)

MIDI Composing

[Albert Molina](#) (Spain)

[Jan van Valburgh](#) (Netherlands-UK)

[Shin-ichi Kodama](#) (Japan)

CAUTIONS AND RECOMMENDATIONS

This operation manual will never be issued unless wrong or missing page is found
(English manual is available at any time, however!!)

When you are playing the game uninterrupted for a long period, rest 10 or 20 minutes for each one hour of game play.

Make sure to turn the MSX power OFF when you remove or insert a cartridge.

This equipment is delicate, so NEVER disassemble the cartridge.

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This cartridge can be used for any MSX2, MSX2+ or MSX turbo-R computers. ROM image works with [fMSX](#) emulators and [Ese-SCCs](#) (SRAM with SCC which can contain ROM image). Disk version work on MSX2 and MSX2+ with RAM 256KB and more, but **may not work with turbo-Rs**.

Combination between the MSX and TV monitor you are using may degrade the sound balance, but this is not caused by malfunction of the cartridge. In such cases, adjust the volume of your TV monitor.

If you want to use 3.5 inch 2DD floppy diskettes on machines without disk drives, you need external disk drives for MSX2, 2+ and turbo-R standard.

This product is an original developed by Konami Co. Copying any or all part of the image, vocal contents, sounds and printed matters are prohibited. (say this after you have translated everything, Kojima ;-)

If you have a question about this **English** version, e-mail to:

mth@stack.nl

Updates of this manual and the game files will be available from:

<http://www.msxnet.org/gtinter/mgear2us.htm>

and

<http://www.stack.nl/~mth/msx/solideng/>

Konami cannot answer any questions about the story and game sequences whatsoever. However, many people in [comp.sys.msx](#) happily will.

MSX is a trademark of ASCII Corporation. Or is it still in 1998?

BACK OF THE MANUAL

