



KONAMI ORIGINAL GAME SOFTWARE

RC767

METAL GEAR 2 SOLID SNAKE™

TACTICAL ESPIONAGE GAME

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USER'S MANUAL

MSX2 MSX2+

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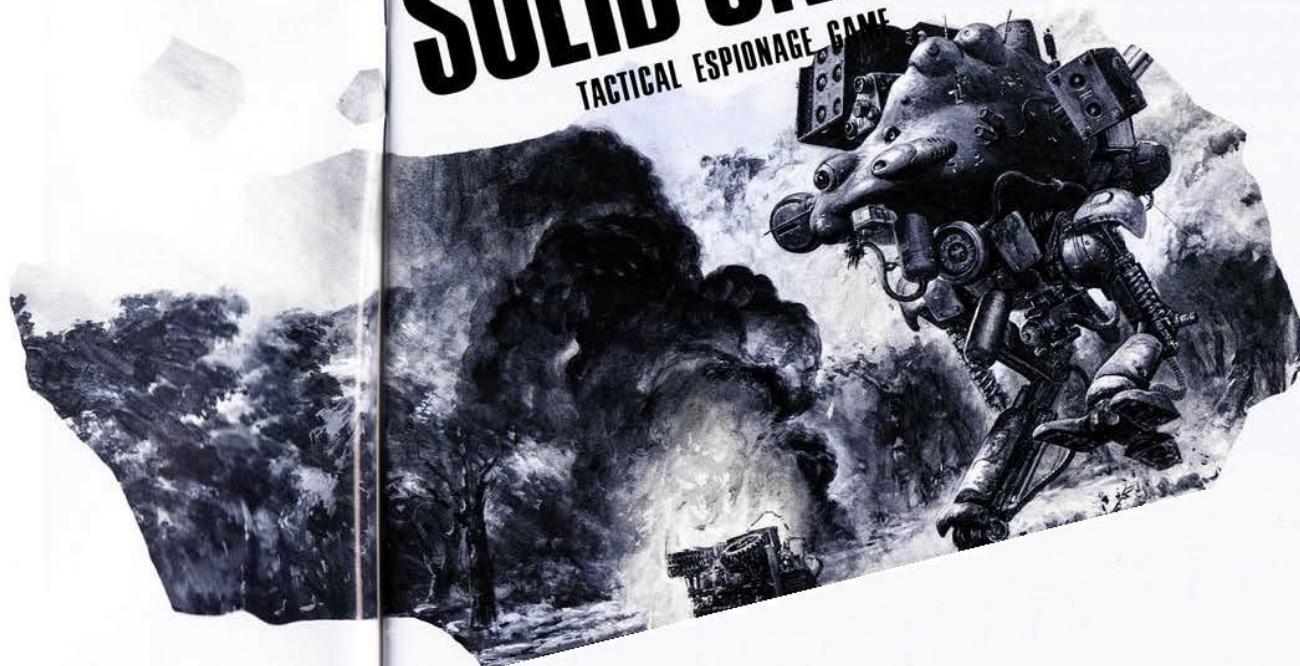
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METAL GEAR 2 SOLID SNAKE™

TACTICAL ESPIONAGE GAME



WHAT IS A TACTICAL ESPIONAGE GAME?

This game, like Metal Gear 1, is based off the concept of "being found or not found" to give the same feeling you would get from a novel or film. Using action as a way to advance, you end up at a virtual experience simulating the near future through the world of "Metal Gear". This idea is no longer limited to genres like RPGs, simulations, or adventure games and might need to be called a new genre altogether, "Next Generation Entertainment Game". Games are now changing from 'entertainment' to 'interactive worlds'. It was during this time that the Tactical Espionage game was created.

STORY SO FAR (METAL GEAR 1)

Deep in South Africa, 200 kilometers North of Galzburg, Outer Heaven was born. Outer Heaven was an armed fortress nation that was established by a mercenary who was both a hero and maniac.

Something was happening in Outer Heaven... A massacring weapon that could change the world forever was reported to be in development.

Foxhound sent in an agent codenamed "Gray Fox" to gather data about this ultimate weapon. However, several days later after his final report being "Metal Gear...", contact with Fox ceased.

OPERATION NAME: "INTRUDE N313"

Superiors found this mission to be crucial and sent in a Foxhound rookie codenamed "Solid Snake".

Snake single-handedly snuck into Outer Heaven and made contact with the resistance members, Schneider, Jennifer, and Diane. With their help he rescued Fox. Fox proceeded to tell Snake about Outer Heaven's Metal Gear, a nuclear equipped bipedal tank, "TX-55" which they intended to use to gain military superiority.

Afterwards Snake rescued a Russian scientist, Dr. Petrovich Madnar, who was the developer of TX-55. Madnar was kidnapped by Outer Heaven and was used to update the bases weaponry. Snake also rescued Madnar's daughter, Ellen. Madnar informed Snake on TX-55's weakness, it's legs.

The closer Snake came to finding out the truth of Operation Intrude N313 the more cunning the traps he encountered were. As if his actions were being leaked to the enemy...

Schneider fell into enemy hands and Snake was hurt after numerous battles with Outer Heaven's mercenaries.

Finally Snake reached TX-55 and destroyed it...

But the commander-in-chief of Foxhound was waiting for him...

The leader of Outer Heaven was none other than Big Boss. From the very beginning he used Snake as a pawn so that Foxhound could gain false information on Outer Heaven and TX-55's development could resume. 100 floors underground a battle between two men raged...

And Snake left only the smoldering remains of Outer Heaven behind him...

AGE OF STABILITY

With the frigid relationships between large nations like Russia, the USA, and China thawing, conflicts settled down and the world started to neutralize.

In 1999 the nuclear threat of the previous century was leaving and we were ready to welcome a new stable 21st century.

However, not everyone was welcoming to this peace...

The Middle East is growing more and more unstable. Zanzibar Land - a small republic in the middle of Russia, China, and Afghanistan - is founded.

It raids many nuclear storage facilities around the world and steals weapons that still haven't been disposed and arms itself with nuclear weapons. Zanzibar then begins to invade nearby countries.

In a world on the edge of stability, Zanzibar Land becomes a massive threat.

ENERGY CRISIS

During this time, the world is predicted to run out of oil in 30 years. The world is facing a serious energy crisis if we don't find an alternative to oil soon.

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

The world is once again in a tension regarding Oilix. Dr. Marv is kidnapped by Zanzibar Land's army on a trip from Czechoslovakia to the USA. Zanzibar Land is trying to gain military superiority through nuclear arms and Oilix.

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

Solid Snake is called on a mission from Foxhound. Snake must sneak single-handedly into Zanzibar Land, rescue Dr. Kio Marv, and save the world from nuclear threat!



HOW TO PLAY



1. This game is single player only. You can use a keyboard or joystick.
2. Insert the disk into drive A of your MSX2 or MSX2+ (128k of space is needed for the game and 512k is needed for the sound), turn the power on and you're ready.
3. Press the SPACE key or any other button when the title screen is displayed and the game begins. If you want to restore a saved game, press F5 after the game begins and you will enter the "Save/Load" screen.
4. There is only one player. If you are hit by enemies or enemy fire your LIFE decreases. When your LIFE reaches 0, the game is over.
5. The objective of Solid Snake (the player) is to sneak into Zanzibar Land and rescue Kio Marv who is locked away inside for fortress. Collect necessary information, weapons, and equipment and follow the game scenario.
6. In the fortress there are many guards and various alert systems. Take care to advance without being found. If you are found you will go into "Alert Mode" and enemy assaults will start. The radar is useless in this mode until the enemy gives up trying to find you. For more on Alert Mode, go to page 16.
7. You begin the game 'naked'. You are unarmed with no equipment but your codec. Weapons and equipment are found in enemy trucks and arsenals. If you kill a guard in "Sneaking Mode", he may leave behind an item like ammo or a ration.
8. To open a locked door you need a card with the correct lock number.
9. There are many children in the fortress. Talk to the to find out various information. Harming them decreases your LIFE.
10. Your Codec is an essential item that provides you with info on enemies, the fortress, and clues. For more info, go to page 11.
11. While crawling, you can hide under tanks, tables, and platforms. This is very useful to avoid being seen by the enemy. However you will be spotted if even a small portion of your body is uncovered. TIP: Many items are hidden under tables, etc.

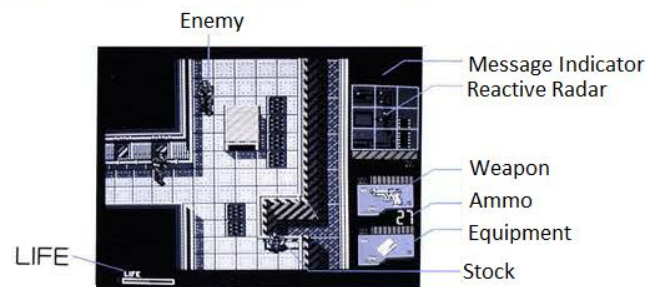


SCREEN



This game consists of the game screen where you play the game most of the time, along with sub screens; a weapon screen where you select your weapon, an equipment screen where you select your equipment, and a codec screen where you call people.

Game Screen



1) The main game screen.

2) Player data

- LIFE gauge - Indicates your remaining physical endurance. Max limit increases every time you beat a mercenary (boss).
- O2 gauge - Appears when you are underwater or in areas covered in gas. Indicates remaining oxygen. Some items increase the max limit.
- Weapon - Indicates what weapon the player is using and the remaining ammo.
- Equipment - Indicates what equipment the player is using and its remaining stock.

3) Reactive Sensor

- Radar - Location of the player and enemies appear as dots.
- Message Indicator - Warns you when gas is present or when someone is trying to contact you over Codec.

Sub Screens



WEAPONS
(P18)



EQUIPMENT
(P20)



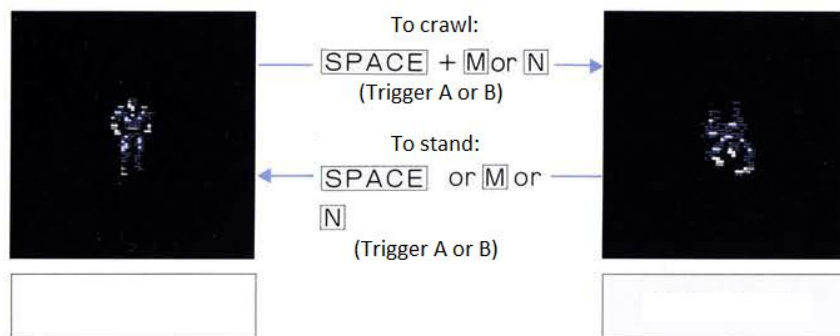
CODEC
(P11)



CONTROLS



The player can choose between Standing Mode and Crawl Mode. Both modes have advantages and disadvantages



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

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

Note: You cannot move diagonally.

COMPARING MODES

Items	Standing	Crawling
Speed	Fast	Slow
Use of items/weapons	Possible	Impossible
Noise from footsteps	On some floors	Never
Features	Punching	Can hide under trucks and tables. Can pick up mines.

How to Use Function Keys to Enter Different Modes

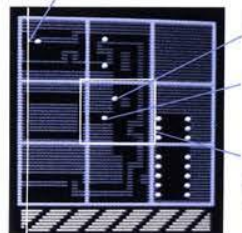
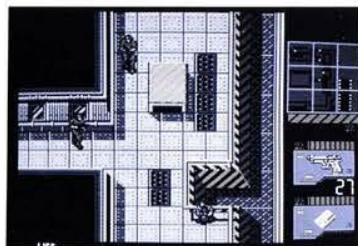
Button	Mode	Description
[F 1]	Pause	Gameplay is interrupted. Press again to return to game.
[F 2]	Weapons	Use the cursor to select available weapons. See page 18.
[F 3]	Equipment	Move the cursor to select equipment. See page 20.
[F 4]	Codec	See page 11.
[F 5]	Save/Load	See page 23.



REACTIVE RADAR



You can always tell what dangers lie ahead and avoid being caught if you use your radar well. Learning how to watch the radar and react accordingly is essential.



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

☆ On the radar, objects are displayed as follows:

- Player - Blinking red dot.
- Enemies - White dot.
- Marv's emitter - Red dot. (When you start the game this dot is your goal.)
- Mines - White dots. (Appears only when mine detector is equipped.)
- Map - Green frames.

☆ Radar is unavailable in the following cases:

- * In close quarters and certain situations.
- * In Alert mode.
- * When the enemy is radar-resistant.

☆ Other Radar uses:

- * For mine detection. See page 20.
- * As a target for Stinger anti-air missiles. See page 20.

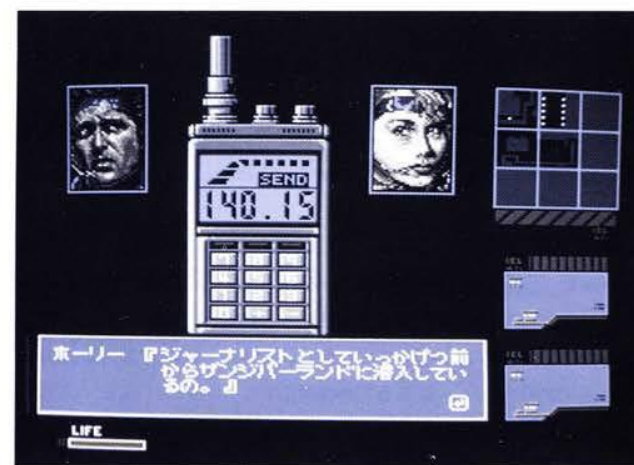


CODEC



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

▼ Codec mode



- You can enter Codec mode by pressing the F4 key. During codec mode, any of the function keys will return to the game. While you are in codec mode, the game freezes. Enemies cannot attack while you are using the codec.

▼ 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.
- Advance in a conversation by pressing SPACE.
- If you press SPACE while text is loading, it will automatically show.

CALL

▼ Basic operation

① Make call. [SEND] Just like dialing a phone. If your comrades are listening, their portrait will show and they will respond.

② Recieve wave. [RECV]

③ Call. [RECV] If you recieve a call, the game tells you by showing the CALL sign in the game screen and playing the Codec ringtone. When you enter Codec mode in this situation, you will automatically be talking with a Codec contact.

▼ Note: Calls contain vital information. Make sure to answer every time someone calls your codec.

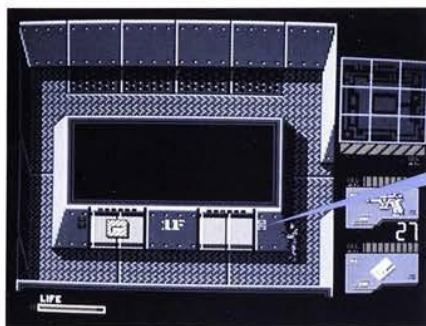
Contact	Frequency	Description
Roy Cambell (FOX HOUND)	1 · 140 · 85 2 · 3 ·	Provides various information on your goal.
Master Miller	1 · 140 · 38 2 · 3 ·	Provides information about survival and the wildlife of Zanzibar Land.
George Kessler	1 · 140 · 93 2 · 3 ·	Provides information on mercenaries and war.
	1 · 140 · 15 2 · 3 ·	
	1 · 140 · 40 2 · 3 ·	



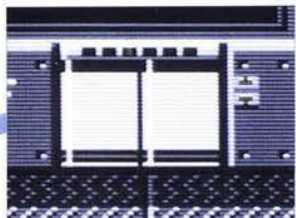
ELEVATORS



- ▼ Use elevators to move between the floors of a building. Unlike the elevators of Metal Gear 1, these are more realistic and require you to manually operate them.



Elevator Hall



There is always a button next to the elevator door.

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

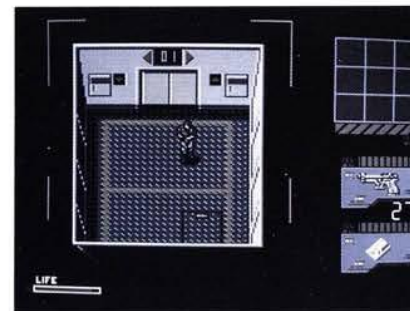
When the elevator arrives, you will hear it stop on your floor and the door will open. If you enter it you then move into the elevator screen.

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 of the elevator, the elevator cannot stop on that floor.

CAUTION: Pressing the elevator makes a noise. Make sure nobody is listening!

▼ Elevator Screen



▼ How to Operate

Inside the elevator is an Up button to the right, and a Down button to the left.

By pressing the Up button once, the elevator ascends one floor.

By pressing the Down button once, the elevator 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 and the arrival sound plays.

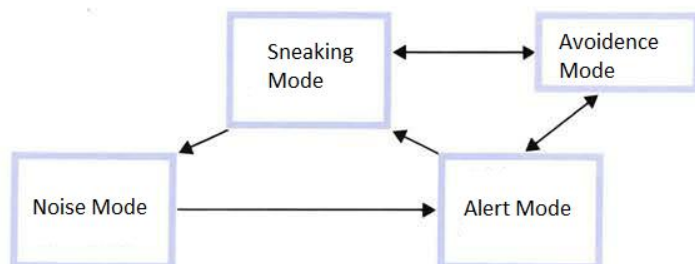
What floor you are in is indicated by the number above the door.

CAUTION: If you have already reached the highest or lowest floor, you will get no response from hitting the up or down buttons.

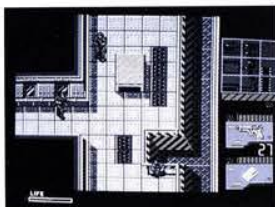
CAUTION: Enemies come chasing you even into elevators. In such cases, seal them out by closing the door, or defeating all of them. When you exit the elevator you will go back into Sneaking mode.



AVOIDING DETECTION



▼ Sneaking mode (Level 1)



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

▼ Alert mode (Level 3)



When you are discovered by guards or sensors the game enters Alert mode. During alert mode the 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 amount of enemies, you will switch into avoidance mode.

In Alert mode, enemies will not leave items behind after being killed.

▼ 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 so this is a good time to hide. After looking around in the screen for a while they give up search. Just like Level 3, you cannot use your radar and the kanji message "Avoid" appears. This time remaining for pursuit is displayed. When the figure reaches 0, guards receive a call to return to their patrols and leave. Situation level then goes back to Level 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 stealth killing 2 guards. If someone finds you the game returns to Level 3.

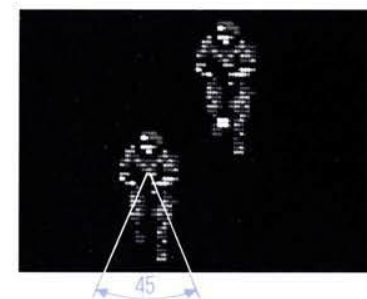
▼ How to return to Level 1 from Level 3:

- 1) Under Level 2, keep hiding until guards go away (radar counts down to 0).
- 2) Defeat all pursuers in Level 2.
- 3) Leave for several screens (2 screens apart in X and Y directions) from the last screen you were found in. Or leave the area.
- 4) Get inside an elevator and change floors.

▼ Enemy Sights

The guards, unlike Metal Gear 1, have 45 degree angle wide sights.

Therefore, you are now more likely to be found. Hiding is more necessary than last time!





WEAPON



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're equipped with this you won't enter noise mode even when you fire.

GRENADE



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).

MISSILE



Anti-air Missile (Stinger)

A portable anti-air missile. Use the cursor keys to move the sight within the radar range and press the shot key to launch. You cannot move when 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 you cannot move.

TRAP



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 is on the radar. To detect what walls to blow up, punch the wall. If you hear a strange noise, then that part of the wall can be torn down.



Anti-Personnel Mine (M78)

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 that searches 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 camo mat compatible with any terrain. Press shot key to set down. Crawl under to hide yourself.

Walk over it to pick up. Limited to flat grounds only.





















Lighter (ZIPPO)

A lighter hand-crafted of the finest silver.

7% EQUIPMENTS



	<div>Cigarette (Lucky Striker)</div> <p>Snake's favorite brand of filterless cigarettes.</p>
	<div>Body Armor S.P.S (Silent Partner Special)</div> <p>Cuts damage taken in half. Only useful against bullets.</p>
	<div>Gas Mask (Riot Face Mask)</div> <p>Doubles O2 gauge in gas filled areas. Slows rate of decrease as well extending endurance periods. Also valid against the player's CN1 gas.</p>
	<div>Mine Detector</div> <p>When equipped shows mines on your radar. Also displays mines you have set. Mines will appear as white dots.</p>
	<div>Oxygen Tank</div> <p>Doubles O2 gauge when underwater. Simply resurface to refill.</p>
	<div>Binoculars (NIKOS F500)</div> <p>Use to see screens up/down/left/right from your position. Viewing is not possible from inside close quarters.</p>
	<div>Cardboard Box</div> <p>Box that reads "TO ZANZIBAR COMPLEX".</p>
	<div>Bucket</div> <p>Metal bucket used to wash lavatories. What can it be used for?</p>
	<div>Hang-Glider</div> <p>A hang-glider covered in camoflaue patterns. Useless in a battlefield.</p>

	<div>Night Vision Goggles</div> <p>Equip this to see in dark places.</p>
	<div>Egg</div> <p>An egg from the bio-lab.</p>
	<div>Pills</div> <p>Flu medicine for nasal symptoms. It works well against symptoms like sneezing, and runny or clogged nose.</p>
	<div>Brooch</div> <p>The brooch obtained from Natasha. Shaped like Zanzibar Land's logo. Has the scent of Natasha.</p>
	<div>Spray (Mrs. Spray)</div> <p>Highly inflammable lacquer spray with LP gas inside.</p>
	<div>Card 1-9</div> <p>ID Cards used throughout the Zanzibar fortress. Opens doors accordingly.</p>
	<div>Red Card</div> <p>A master card compatible with cards 1-3. When you pick this up, cards 1-3 will be thrown away.</p>
	<div>Blue Card</div> <p>A master card compatible with cards 4-6. When you pick this up, cards 4-6 will be thrown away.</p>
	<div>Green Card</div> <p>A master card compatible with cards 7-9. When you pick this up, cards 7-9 will be thrown away.</p>



TAP CODE



Tap code was a communication method used in POW detention centers of North Vietnam. (Prisoners often referred to them as 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 first row, hit twice for 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

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



SAVING/LOADING



You can enter the "Save/Load" screen by pressing F5 during the game or by selecting "SAVE/LOAD" from the GAME OVER screen. To return to the game 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.
- ③ Disk. Requires a disk drive and a 720i 3.5 inch floppy disk.

Combat Rations MCI

Rations full of food. One ration can recover all your life at once. To do this, select a ration on the Equipment screen, and press the shot key. If you're carrying a ration during gameplay and your life reaches 0, you will automatically consume it.

Rations are divided into the following menus:

(1) B1 Unit: Beef, pork, ham and egg 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

Contains bullets for handguns and sub machine guns. The max amount of ammo depends on your level.

Item	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
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 missiles		10	15	20	25	30	35
		10	15	20	25	30	35
Mines		15	20	25	30	35	40
Mice				20	25	30	35
Rations	1×3	1×3	2×3	2×3	3×3	3×3	4×3

▼ 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 Catridge in slot B.

① Passwords

Select "PASSWORD" in the Save screen, press SPACE, 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, and choose a filename. The data will be saved to SRAM.

③ Disks

Select "Disk" in the save screen, press Space, and choose a filename. Then the data will be saved to the disk. Just like SRAM, 3 filenames are available - SNAKE1, SNAKE2, and SNAKE3. Move the cursor to specify a filename.

▼ How to Load

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

① Passwords

Select "PASSWORD" in the Load screen then you will enter a key input mode. Enter the password you 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 SPACE, and choose a filename.

③ Disks

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



If I die in the combat zone
Tell everyone in the homeland
That I did my best.

Tell that pretty girl of mine
That I bring best memories with me.

If I die in the combat zone
Tell all my friends
That I died facing the gun.

If I die in the combat zone
I don't need my name on a grave
Etch instead that there was:
A man who lived, fought and died.

"If I Die in the Combat Zone"
[An anonymous song of mercenaries]

It is my will, that when I die
Don't bury me, don't bury me
Cut off my dick, put it in wine
Call my wife, give it to her
And when she cries, let her cry
When she rocks, let her rock
Who the fuck, she think she is
Fucking around, with my GI dick
Another man will counsel her
Another man will comfort her
Take my rifle, and my bonnet
Call my son, give it to him
Let him defend, or let him fight
For his country, for his people
It is my will...

"This is My Will"
[Song sung among child soldiers in Africa]

SOLID SNAKE



- Former commander-in-chief of Foxhound

An American who participated in LRRP (Long Range Reconnaissance Patrol) in Vietnam, SOG (Special Operations Group), and the Green Berets. He became well known after assassinating the legendary soldier The Boss and later led his own PMC during the 70s known as MSF - Soldiers Without Borders. He has completed more than 70 missions. In the late 80s he participated in several regional conflicts and race liberation wars.

Afterwards he became commander of Foxhound and secretly Outer Heaven. Through Outer Heaven he tried to establish world domination. He was stopped by Snake in Operation N313 and has since fled to the Middle East. Exact location unknown.

Height: 180 cm
Weight: 89 kg

ROY CAMPBELL



- The Player (You)

A former Foxhound squad member, he is part Japanese part American with an IQ of 160. He knows 6 languages, is 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". After Operation Intrude N313 he retired, but he was later scouted by the CIA. He served as a deep cover agent there, but opposed its system and left after 6 months. He was deep in the Canadian wilderness when Foxhound called him back once again.

Height: 178 cm
Weight: 75 kg



BIG BOSS

- General planning commander of Foxhound

The man responsible for "Operation Intrude F014". He called Snake back to duty for this operation. After holding high rank in the US Marine Corps (USMC), Fifth Marine Legion, and the Green Beret squad, he helped create Foxhound and became vice-commander.

His strategic planning ability was clearly evident after Big Boss was gone. Campbell built up the already high-tech special force team by utilizing recon satellite orbits and other implementations, creating a completely new Campbell-way Foxhound. One of the few members of Foxhound that remember the creation of the unit.

Height: 183cm
Weight: 77kg

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. She was awarded the Pulitzer Prize for her shocking Afghanistan report. Moreover, she is famous as a documentary program director for KTV, and won an Oscar 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 snuck into Zanzibar Land under the guise of a journalist.

Height: 167cm

- Former professional figure skater.

Gustava was called a "fairy on ice" in world championships and the Olympics, and won 2 championships in a row. She later fell in love with a western man in Calgary. She tried to seek asylum with him, but failed, and was stripped of her competition rights. She then joined STB (Czechoslovakia International Secret Police). On a mission to escort Dr. Marv to America, the plane was hijacked by members of Zanzibar. Gustava was among the passengers and her current situation is unknown.

Height: 165cm



GUSTAVA HEFFNER

KAZUHIRA MILLER



- Hired by Campbell as survival consultant for Foxhound.

Born in Japan, Miller served in the JSDF. He then fought as a mercenary in Colombia and later joined Big Boss in his PMC, MSF as vice-commander. Afterwards he joined Foxhound as a drill sergeant. He has been referred to as "Hell Master" and draftees called him "Master Miller" with respect. Miller is full of ideas and quite knowledgeable of science.

Height: 178cm
Weight: 85 kg

- Expert on animals

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

Height: 179cm
Weight: 95kg



JOHAN JACOBSEN

GRAY FOX



- Former member of Foxhound.

Only person to ever receive the codename "Fox" which is the maximum commemoration in Foxhound. In Operation N312 he snuck into Outer Heaven and found proof of TX-55. When Big Boss disappeared, all trace of Fox was lost and it appears he followed after his commander. His true name is classified.

Height: 179cm

Weight: 85kg

- Foxhound strategist

After his career in various groups like in Renamo, the French Foreign Legion, and Zanzibar Land 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. He's been serving as an advisor to Foxhound for a while now. It is said that there is no mercenary he doesn't know of. On the other hand, it is also said that if you don't know him, you are not worth being branded a first-class mercenary.

Height: 188cm

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 and by accident he discovered the Oilex prototype. He's improved greatly on Oilex since then. He has no family. He was also a famous computer games maniac from sending in many games he had made into magazines and was regarded as a splendid game designer. On his way to America to join the "International Energy Problem Conference", but was kidnapped and taken to Zanzibar Land. He has severe heart problems.

Height: 172cm

Weight: 65kg

PETTROVICH MADNAR



- Former Eastern scientist prodigy.

Professional in robotology. In Outer Heaven he was forced to develop TX-55 and TX-11. Before then he was well known for his Powered Gear bipedal legs that let crippled people walk again and many other designs which made him famed as the "Father of Robotology". After N313 he sought asylum in the west, leaving his only daughter Ellen. Petrovich is an academic friend to Marv, the Czech scientist.

Height: 187cm

Weight: 77kg

ABOUT FOXHOUND

FOX HOUND ORIGINS

In 1970, to fight against local rebellions, regional conflicts, and terrorism a special force squad was founded in secret.

The name of this unit: "Foxhound".

Foxhound is made up of special agents who sneak single-handedly into "non-official combat" zones that are too politically awkward to intervene through military force. Foxhound agents are trained to complete the various missions required of them in secret, almost like a "modern ninja".

FOXHOUND'S DUTY

Foxhound was formed by the US. Its duty is to sneak deep into the enemy's borders where no national intelligence can enter, and collect information about enemy military force.

All members of Foxhound have mastered various paratrooper techniques, thoroughly acquainted with secret invasion technique from underwater, or on ground so they can sneak into enemy territory secretly.

They have mastered survival in jungles, and deserts. As well as tailing, detonating, wireless communication, seizing and reusing enemy weapons, collecting information, various martial arts, emergency medical operations, linguistics and technology, anything required of a high tech special forces unit.



Special Force Group **FOX HOUND**

FOXHOUND SELECTION AND DRILLS

Selection

Foxhound 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 64km of length in 15 hours)

★ Psychological Exam

- Mental recovery, concentration, endurance, and self-control.
- ESP expectancy score
- Marksman ability
- Recognizing and making decisions in emergency environments.

★ 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 take the following professional training courses.

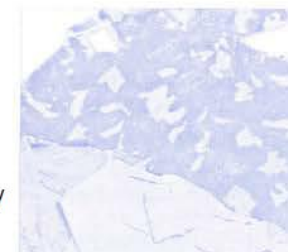
- Battlefield survival test (14 weeks)
- Shooting practice (very high standard is required; 100% to the target 548 meters away, 95% to the target 914 meters away)
- Patrol
- Conquer a mountain
- Martial arts
- Border crossing
- Guerilla combat
- Land navigation
- Map reading practice
- Escape (avoiding dangers)
- Field combat medics
- Rebellions and ranger practice
- Weapons
- Nautical control and navigation
- Diving and underwater sneaking
- Canoe
- Parachute skydiving practice (4 weeks)
- Assault paratroopers skydiving practice: HALO and HAHO
- 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)

FOXHOUND GEAR

Foxhound is a non-official combat squad, so in usual "Intrude" operations so any weapons and equipment is taken from the enemy. For sneaking missions the only equipment they provide is a special via-satellite Codec transceiver, and a reactive radar.

▼ Clothing

Foxhound has no formal uniforms like "service uniforms" or "dress uniforms", only "field uniforms". They don't have service caps nor hats and on their field uniforms there is nothing that can reveal their identities or nationalities like military labels, insignias nor instruction labels. Therefore, there is no danger that they reveal their identity.



● Field Uniform

Field uniforms can be divided into cold and hot regional types, both supporting a variable-camouflage system with internal heat and luminous sensors. They are hi-tech suits colloquially referred to as "stealth camo". Moreover, a polyester shield with few radar reflection ration called "camouflage screen" is used as well. The purpose of camouflage is to blend the subject into the background. Variable-camouflage systems achieve high camo ratio by wisely compounding existing color patterns and the "stealth 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	Stealth
	Snowy	Forest Green	White	Sand	Black	Stealth
HOT	Tropical Rain Forest	Forest Green	Dark Green	Light Green	Black	Stealth
	Desert (gray)	Sand	Field Drab	Earth Yellow	Black	Stealth
	Desert (red)	Forest Green	White	Sand	Black	Stealth
	Urban	Urban Gray	White	Dark Gray	Black	Stealth

- **Combat Boots**

These were developed to be the most advanced jungle combat boots a special forces unit could wear. Together with a "footstep noise contamination system" which suppresses "footstep sounds" which are fatal to sneaking missions and a "footstep jamming system" that can misguide enemy pursuits, these are some of the many precautions taken to make them suitable for sneaking missions in enemy areas.

To defend against traps like punji 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 the forehead, you can turn it into either a comfortable cooler or heater through chemical reaction.



▼ Equipment

- **Special goggles**

Not only sand and wind proof, but can also act as nocturnal vision using it's infrared mode.

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

- **Binoculars**

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

- **Wireless transceiver**

Can make contact with satellites from anywhere in the world. For transmission purpose, it depends on burst-signal conversion via computers, so decoding isn't easy even if tapped. One of the most important items in Foxhound where information is regarded important over everything else.

- **Mobile object reactive radar**

A reactive radar which was introduced last year. It tells you anything moving in close range. Various sensors can be equipped as options.

- **Parachute**

A special parachute made for low altitude skydiving with "untie inversion skirt net" applied to prevent the mishap of opening in the opposite direction. It can open even from the low height of 150 meters, and is employed in low altitude assault skydiving missions like HALO jumps. Moreover, it is stealth and doesn't show up on enemy radar.

- **Electro-magnetic compass**

A compass given birth from the "mono-pole" theory. Works even in thick forests which would jam normal compasses.

- **Knives**

A CQC knife (developed inside Foxhound) and a survival army knife.

- **Wireless-only income**

Lightweight flexible income equipped with a high-quality microphone. It can concentrate sounds without vocal microphones, using a system which directly picks sounds from the vibration of bones inside an ear.

- **L-shaped torch**

- **Water bottle**

- **Glove**

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

- **Socks, underwear, and towels**

- **Camouflage mat**

- **Bug 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 in missions.

「OILIX」

▼ Formal name: Botulliococcus Ozuma Brownie

Commonly referred to as: Oilix

▼ By modifying the genes of Botulliococcus Brownie the vegetable plankton, one of single-cell algae specimen, it can now produce a large amount of liquid carbon hydrate, equivalent to raw mineral oil. Furthermore, by upgrading the reproduction method, it can be produced in large scale with little cost. This is a bio-mass that can be a great alternative energy to oil.

▼ You can extract 0.8 kg of raw oil from 1kg 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 1 hectare, 85kg of oil can be made in one day.

Large scale reproduction is possible.

▼ Reproduction Condition

If basic conditions "Warm, dry, and many hours in sunlight" are met, it can be produced even in areas with little water supply. Zanzibar Land is dry, hot, and sunlight is abundant throughout the year so it is well suited to reproduce Oilix.



▼ Inventor

Kio Marv of Czechoslovakia. Oilix was represented in Praha Energy Conference in 1999 and meant to relieve interest not only from advanced, but also developing countries as well.

In developing countries in Africa or elsewhere, energy shortening is getting more serious than food problems. This is happening because wood cutting was regulated to protect the ozone. After its appearance, large oil companies from every nation were expected to show up for contracting rectifying process, and a subtle ray of hope might shine on the upcoming energy crisis...

▼ Origin of the term

A compound from "oil" and "mix". It was also developed under the codename "Oil-X", so it was called "oilx" transliterated as "oilix".

▼ Energy Crisis

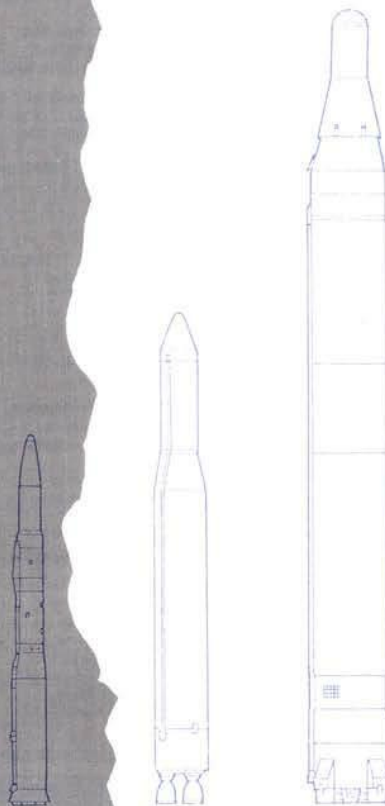
The background that produced Oilix. After two Oil Shocks, the world concentrated on development of energies that would take over oil, one of them being nuclear power.

Then the late 1990s arrived and alternatives started to show. Electric power plants based on solar, wave, and oceanic power. Nuclear high-speed reproductive engines and fusion plants. All of this decreasing the reliance the world had on oil as a source of electricity, however it was still relied on heavily for transportation vehicles.

Year	State of the world	Scientific improvement
1986	JAN. Gorbachev proposes abandoning nuclear weapons. [] FEB. President Reagan proposes abandoning INF (Intermediate Range Nuclear Force). [] OCT. USSR begins limited retreat from Afghanistan.	JAN. Voyager 2 approached Uranus again. [] FEB. USSR launches Mir.
1987	MAY. USSR residential force in Afghanistan begins retreat. [] OCT. USA and USSR come to consensus on INF total ban in their diplomatic minister conference. [] DEC. USA and USSR sign INF total ban treaty over national leader negotiation in Washington.	FEB. Soyux TM 2 and Mir succeed to dock.
1988	JUNE. In Moscow, USA and USSR prepare collaborated draft paper on "Scheme about the verification of INF Abandoning". [] INF total ban went valid. [] START (Strategic Arms Reduction Talks) is approved by the USA and USSR.	AUG. Space shuttle launch restarted.
1989	USSR military forces including 500,000 personnel, 6 tank legions, and other troops were cut. [] SINF total abandoning was completed. [] USA-USSR diplomatic ministers conference is held in Wyoming. [] The separation between negotiations over START and SDI are revealed to the public. [] Peace between Iraq and Iran. [] Democracy movement widespread in various Eastern European areas. [] Malta conference held. [] Berlin Wall is torn down. [] Asylum-seekers and refugees flowing into capitalism society increases.	Voyager 2 re-approached Neptune and left the solar system.
1990		
1991		
1992		
1993		
1994		
1995	Outer Heaven Uprising.	Metal Gear TX-55 is developed.
1996		
1997	Zanzibar Land Independence War (War of the Mercenaries) takes place.	
1998		Metal Gear D is developed.
1999		Metal Gear G is mass produced.

Classification of Nuclear Weapons by their Ranges

Over 5500km	Strategic Nuclear Weapon - ICBM (Inter-Continental Ballistic Missile) - SMBM (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 1000km: LINF (long range) - From 500 to 100km: SINF (short range)
Under 500 km	Short range Nuclear Force Note: Also called Tactical Nuclear Weapons or battlefield nuclear, for their roles and concepts.



OPERATION INTRUDE F014

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

This mission is divided into three parts. First stage is sneaking into enemy territory by skydiving. This will be done by night time HAHO jump.

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

Third stage is sneaking into the enemy fortress, rescuing Dr. Marv, and heading toward the exit point. This third stage is the main part of the game.

The following is the operation order sheet for FO14. Please act according to this sheet.

Good luck..."

-Roy Campbell, Foxhound General Planning Commander

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 FO14
Reference	Zanzibar Land Map Series K325 Scale: 1 to 50,000

Situation

A Enemy Force

In the past month, enemy force greatly increased, and mercenaries from every nation seem to be entering the nation. From what we have collected out of info 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 to. 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 with the skydiving. The moon will also 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 using naked eyes will be possible. Wind will be calm and Minovsky density will be stable. Stealth equipment will not be affected.

Sunrise 06:00 Sunset 17:00

C Terrain

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

D Location

(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 friendlies are in the target area. However there is support from CIA cover agent, Holly White. She is 168cm tall, blonde, and caucasian. No photo 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 Appended Map 1)

Operation

A Mission Plan

First Stage - Skytrooper Intrusion Operation Conduct the night-time HAHO (High Altitude Opening parachute skydiving). Skydive behind the concentrated area along the national border, where enemy forces are concentrated. From the Afghan border, dive from the alt 35,000 feet from a PC-130 helicopter, and sneak into Zanzibar Land domain. At the same time, on China's border, a faint operation (an operation to distract enemies) will be done. Parachute will be radar-stealth. There is little chance it will be caught by 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, it should take 30 minutes to reach the sneaking point of the fortress. CAUTION: On various parts of the south wall, sensors are set.

Third Stage - After rescuing Marv, retreat and flee to the getaway point. Pickup by 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 Foxhound Operation Procedure.

4. Actions to be Taken in Dangerous Areas

Refer to standard Foxhound 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

This will not be included into the Warsaw Treaty Condition, escape or no negotiation will be done.

Equipment and Weapons

Weapons and equipment are to be procured on site. 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 a duty to explode them). Do not carry anything which can identify you, and do not bear anything with product indication nor trademarks. Equip germ-free gears.

About Commands and Codec

The contact with operation headquarters will be done via Eastern and Western satellites, 24 hours real-time. Frequency to communicate will be send through special codes.

Supplementary Appended Documents

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

ZANZIBER LAND(ZL)



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

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

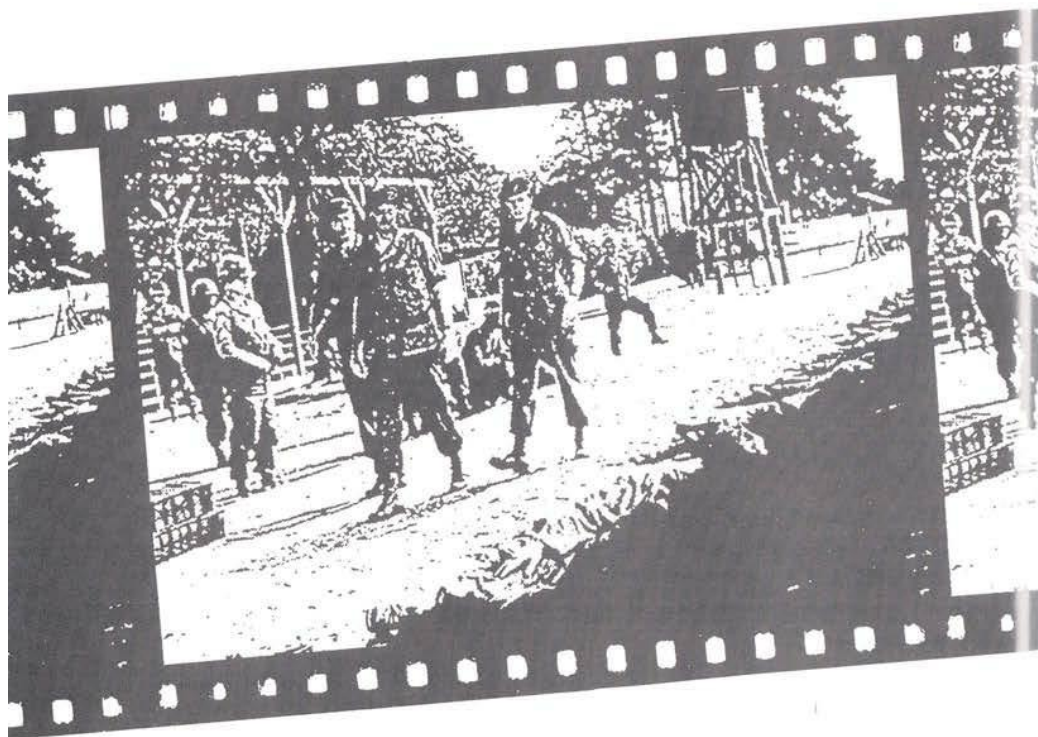
To the South is a desert area and to the north is steppe high mountains and highlands. Climate is of dry nature, and the temperature difference between daytime and nighttime is extreme. Zanzibar Province was once a minor-race self-rule somain included in the USSR, however, the opposition towards the former regime rose in the early 1990s, and it proclaimed independence in 1997 and won it through the "Zanzibar Land Independence War" and became an armed fortified nation.

Despite the intervention of large nations 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 the "War of the Mercenaries".

Language	English, Russian, Ukrainian, Polish, Uzbek, Vietnamese, and French
Race	100 of every world race.
Currency	Zanje
National Finance	Unknown
Defense Budget	75% of GMP
Product and Resources	Iron, Coal, Bauxite, Tangsten, Beetroot, Flour, Oat, Corn, Super Mentha, Jujrium, Bizanium, Eltonium, and Pigimin-h.
Percentages of Field Suitable for Agriculture	24%
Average Life Span	Male 41.5 years, Female 40.31 years ('99 statistic)
Birth Rate	20 for every 1000 people
Death Rate	35.8 for every 1000 people

SOLDIERS OF ZANZIBAR LAND



Weapons and Equipment

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

They hang M68 shrapnel grenades from their waists. In the 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 the desert and at night time they work as nocturnal scopes.

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

Uniform

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

Red beret, which signifies them most in their outlook, has the 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 SOLDIERS

There are 40,000 soldiers in Zanzibar Land, 60% of them are guards. Working in shifts, they guard every part of Zanzibar Land. Their topmost concern is staying alert, so they are noted to be quite unexpectedly more light-armed than other troops.

● Protection Goggles

All-purpose goggles which can also be used as infrared night vision goggles. An electric processor is attached on the lens sides that constantly observe the movement of the eyeballs and eyelids of the soldier and when eyelid stays closed for more than 0.4 seconds, 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 the necessity.

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

● Gas Mask (M18-A 2)

This gas mask comes with a voice emitter so you can talk easily, endurance of the filter (catridge type) lasts as long as 70 days, and you can drink water while wearing it as well.

Mainly mandatory for those in gassy areas like the R&D 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 developed by Steyr Co. of Austria. To hasten the magazine replacement during battle, two magazines are attached with tape.



MERCENARIES OF ZANZIBAR LAND

There are over 40,000 Dogs of War from all over the world stationed in Zanzibar Land

NIGHT FRIGHT

A survivor of the legendary guerilla squad "Whispers", which is said to have been better at jungle warfare in North Vietnam than the Green Berets. He attacks with a Wei Shen Show Ciang, a gun that produces little noise. He has stealth camouflage so he is invisible. He also has radar stealth so he cannot be detected on radar.

BLACK NINJA

One of many hi-tech ninjas who had stretched their humanity to the limit with drugs and encased themselves within flex armors. He is from the "Out-of-Earth Environment Special Forces", a NASA top-secret project. Controversy arose because people believed the unit was too dangerous to exist so they were dismissed before their actual debut. Some members fled from facilities armed and sought asylum in Zanzibar Land

RUNNING MAN

Former short-range runner who used to be a famed Barcelona Olympic runner. Drugs ruined his life as an athlete so he became a mercenary. Later he joined European terrorists. In France, he once served as a sub-leader of an extremist terrorist group called "Les Enfants Terribles" (the terrible children). Within SEK (German domestic anti-terrorism special forces), he is feared as "Running Man".

RED BLASTER

An elite assassin who achieved a special ops degree in Rumumba University of USSR. He had a career in Spetsnaz afterwards. He favors detonating operations using explosives and is also a master at throwing grenades.

JUNGLE EVIL

Former RECS (reconnaissance) commando squad. Professional in ambush and favors guerilla tactics. He is called "an assassin without form".

FOUR HORSEMEN

An assassination squad for close-quarters only. Made up of elite from SAS, GSG 9 (Grenzschutzgruppe 9) and UDT (Underwater Detonation Team). They use elevators wisely.

ZANZIBAR LAND MILITARY CONTENTS

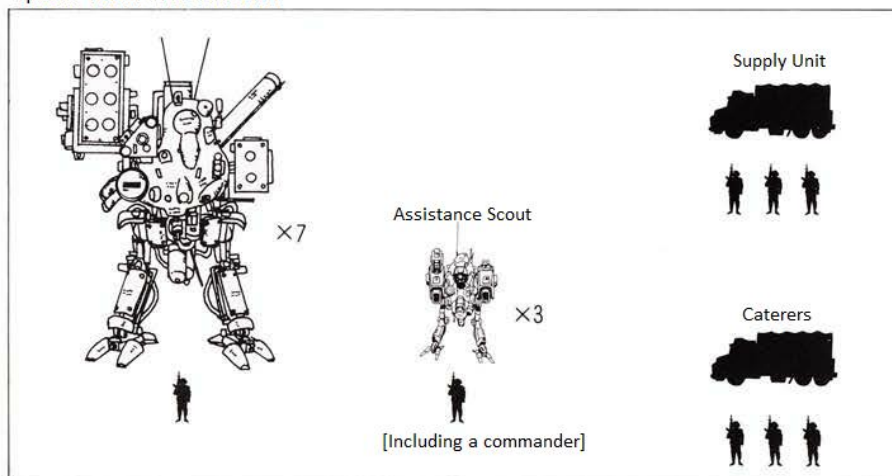
Zanzibar Land Tactical Army

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

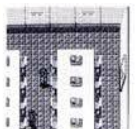
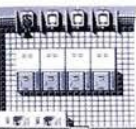



Assault Helicopters	Hind D, Hind E, and others.	15
Fighters	SU-29 Flanker, Mig-A Fulcrum, and others.	25
Scouts	Phantom RF-4C and others.	5
Cargo/multi-purpose	Hercules C130, Gigant, and others.	29




Special Task Force Contents



FACILITIES OF ZANZIBAR LAND'S FORTRESS

Zanzibar Land's building is the main stronghold of the fortress, and is active 24 hours a day with support from various facilities.

4F	Living Floor	This is the living domain of the soldiers, many cautions are taken to ease the weariness caused by their duties.
		<ul style="list-style-type: none"> ● Dinner Hall Contains a full set of tables and stools, and 3 sets of 40 inch TVs hanging from the wall to enjoy a brief meal. Computers carefully compute calorie balance. Taste is adjusted for each soldier depending on their homeland, so it can fill the gap of races, food culture, and religions. This is the only place where soldiers can smoke.
		<ul style="list-style-type: none"> ● Lavatory Both men and women are supplied. Interior of the men's restroom is blue, and in contrast the ladies room is pale pink. Both are equipped with non-dust toilets from GA-INAX Co., that automatically cleanse and dry you through a hale of warm air. Therefore, soldiers have no need to remove their weapon even in the restroom.
		<ul style="list-style-type: none"> ● Sauna A sauna room was placed to ease the fatigue of soldiers. This is the only place where you are allowed to remove your combat gear.
		<ul style="list-style-type: none"> ● Freezer A food storage to supply the dining hall.
		<ul style="list-style-type: none"> ● Bedrooms Nap rooms full of sleeping soldiers. There are 16 beds. The floor is wooden to make the room more comfortable.
		<ul style="list-style-type: none"> ● Locker Room Where soldiers change their clothes before going to the sauna or to sleep. One locker acts as a temporary trash to keep garbage, and seven others are for soldiers to keep their belongings. They have locks.

3F	Deck	 <ul style="list-style-type: none"> ● This floor is not seperated from the first floor and is mainly used as a route to watch over the first floor.
2F	Deck	This floor is not seperated from the first floor and is mainly used as a route to watch over the first floor.
1F	Garages	Central processing floor The facilities that work for fortress purposes are concentrated here. <ul style="list-style-type: none"> ● Central Command Room A control room which monitors all information in Zanzibar Land, processes it, and then provides orders to staff. In the center is a huge screen where a map of Zanzibar Land is displayed. ● Factory Goliath, Hind Ds, and other large war machines are constructed and maintained here. Refilling of fuel and removal/installation of parts are done here as well. 
B1	Arsenal Floor	Weapons to be equipped are kept here.
B2	Water Tunnel Floor	Power, and also a water supply source. Chemical reaction causes the water current to circulate for 30km per hour, this supplying electricity to Zanzibar Land. Water is also purified here for consumption. <ul style="list-style-type: none"> ● Disposal Processing Room A garbage compactor is used to process all the garbage from the building. Has built-in pressure sensor and processes automatically. Burns and feeds back the burning heat as energy for the fortress. 

● Other: Ducts situated on 4F, 3F, and 1F are used to transfer garbage. They connect to the garbage compactor on B2.

ALERT SYSTEM OF ZANZIBAR LAND

Visual System

• Video Cameras

Cameras set in each area randomly perform watching movement with no hidden angles through computer manipulation. Visuals are sent to the central command room that is under the control of men and computers. Manual operation is also possible.

Sensor Systems

• Infrared Sensors

By use of infrared rays, they send the absence/presence of intruders to the central command computer. There are two kinds of infrared sensors; one that changes the patterns of the ray randomly through computers, and one that is fixed. Mostly set in the most important areas.

• Pulse Sensors

Using sonar method, they emit super-sonic waves that detect intruders. Range is 3 meters radius.

• Pressure Sensors

If a certain amount of pressure is applied for a certain period of time on one of these sensors, it reacts. They are used for trap pits and garbage compactors. NOTE: Pits have an active safety system so they do not act against Zanzibar Soldiers.

Motion Sensor Systems

In Zanzibar Land, noise sensors both natural and man made are used.

• Nariko Sand

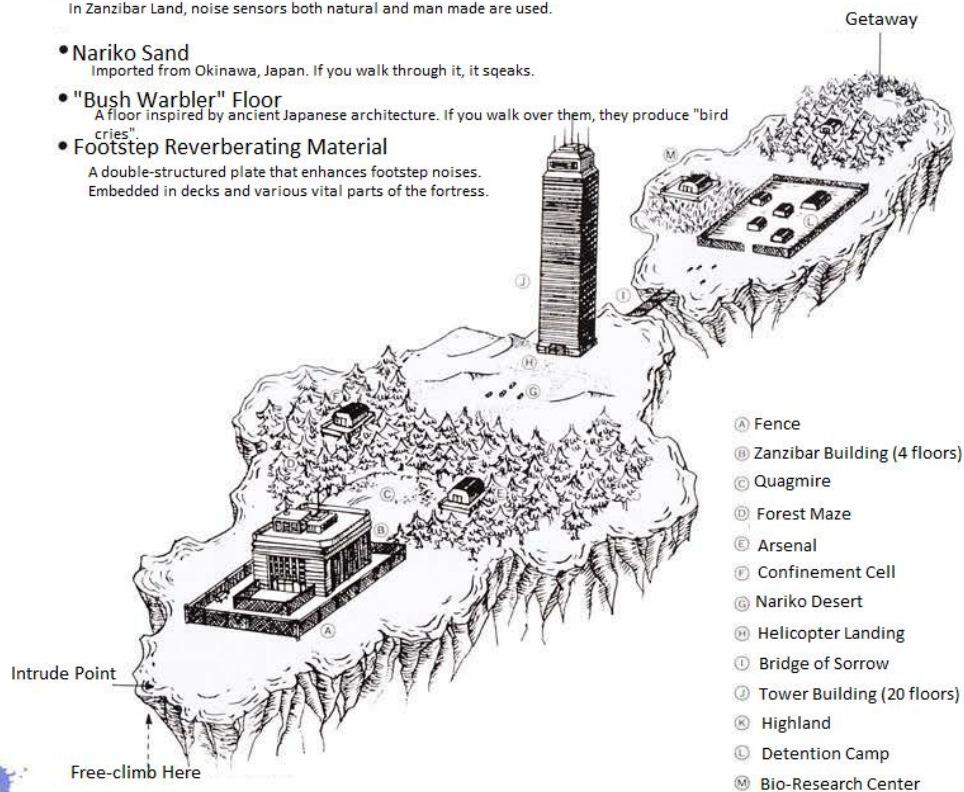
Imported from Okinawa, Japan. If you walk through it, it squeaks.

• "Bush Warbler" Floor

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

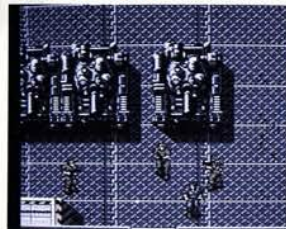
• Footstep Reverberating Material

A double-structured plate that enhances footstep noises. Embedded in decks and various vital parts of the fortress.



MECHANICS OF METAL GEAR

Goliath



Zanzibar Land's Main Battle Tank

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

A MBT developed for the US Army through collaboration between Chrysler, General Water, and Omni Corporation in the early 90s.

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

The 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.

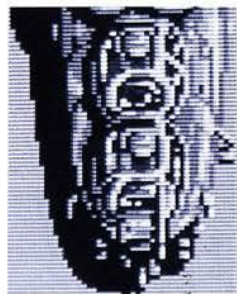
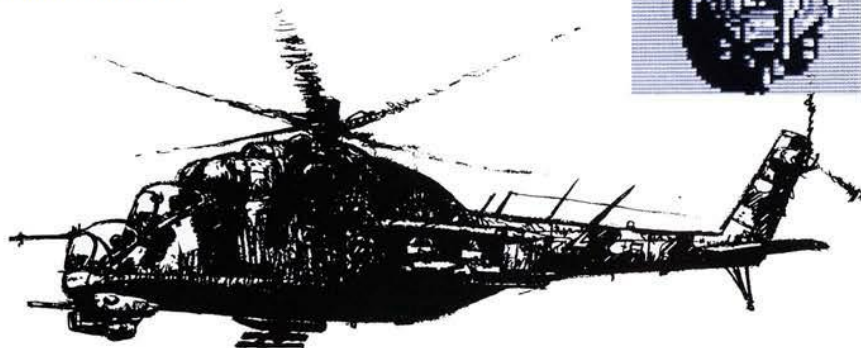
By today's standards, with digital computers, passive nocturnal sight options, and other hi-tech implementations, it's the tank of the future.

- Crew: 4
- Overall Length: 8.050m
- Overall Height: 2.980m
- Overall Width: 3.960m
- 135mm smooth bore tank gun as main armament
- 2000hp gas-turbine engine - SAT2000 Gas Turbine (a product of Omni Co.)
- Max Speed: 75km/h
- Fully-loaded Weight: 54.5 tons
- Armor: Ceramic hybrid armor, layers of anti-shell nets and 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
- Contains muzzle brake which neutralizes backfire from gunshots.

MECHANICS OF METAL GEAR

HIND-D

Mir Mi-24 HIND-D ZL



▼ Zanzibar's main attack-only gunship (gunner), a Russian armed assault helicopter. Along with the similar Mir Mi families, like "Hip", "Haze", and "Hound", some of the strongest gunships are the Hind series, including Mir Mi-24. This was also used in Outer Heaven. Hind D is the most important helicopter in the Warsaw Treaty armies, and in contrast is feared most by Western land forces.

Speaking of its origin, the Hind-D is an upgraded Hind-A with reinforced arms, and a four-barrel electric Gatling gun equipped to its nose so it can take part in both anti-surface and air-to-air attacks. The Hind-Ds Zanzibar Land uses are modified from the originals to increase ability and firepower. Upon modification, the opinions of seasoned veterans were applied and adjustments were made by many weapon strategists and scientists. For example, even the most fatal, "manipulated attack against the rotor from the surface" from gunships was taken care of and it cannot be shot down with small firearms.

It is equipped with a 57mm rocket pod, AT-2 Swatter anti-tank missiles, and even "AT-6 Spiral" anti-tank missiles, "Stinger" anti-air missiles, and "Sagar" anti-tank missiles can be equipped. 132 rounds of rockets are supplied to the Hinds at all times and it can switch between anti-air and anti-surface at any time depending on circumstances.

- Crew: 8
 - Output: 2200 horsepower, two TV3-118 turbo-shaft engines with upgraded inter-axial
 - Max Speed: 340km/h at an altitude of 1200 meters (no external equipment) 290km/h with external equipment
 - Practical Levitation Limit: 4500m
 - Strategic Action Radius: 24km
 - Whole Cargo Load: 1200kg
 - Main Rotor Diameter: 17.00m
 - Overall Length: 17.00m
 - Overall Height: 4.25m
 - 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 to be equipped. Exterior is of titanium armor.

TACTICAL ROLE OF METAL GEARS

▼ Firstly, a Metal Gear is a nuclear equipped bipedal tank, in other words it is a walking tank that can fire nukes who's main purpose is to launch missiles with nuclear warheads from anywhere on the earth to anywhere on the earth.

This system is an advancement of the system of the West which relied on SNW "trinity" (ICBM, SLBM, BS, and B-B) and the system of the East which relied on ICBMs.

Before then launching ICBMs (Inter-Continental Ballistic Missiles), which is known as a nuke with a range of over 5500 kilometers, was possible only from various nuclear sites. This fact left some problems in warfare unsolved. Needless to say, this has made both the East and West extremely paranoid. Even a slight move by either side will be detected, and provide a chance for counterattack. This is an effect that is called "security power" which is natural to the world of nukes.

On the other hand, SLBM (Submarine-Launched Ballistic Missiles) can be, as its name indicates, fired from any sea area as long as it is underwater, but cannot be launched from land.

Metal Gears have solved all of these matters, and furthermore, not only can they fire middle-range nukes like LINF with ranges shorter than 5500 kilometers and SINF (550 to 1000), but even short-range nukes with a range below 500 kilometers. They are even mobile on their own, meaning they can fire in places nuclear tanks can't even enter. They can fire from anywhere in the world and don't need testing sites.

And they're not only nuclear equipped, but also equipped with many weapons to defend themselves (vulcan guns, machine guns, and missiles) so they can launch nukes from the middle of a battlefield.

This is why the East, West, and everyone else in the world fear the existence of these war machines. The appearance of Metal Gears is a dangerous occasion which might collapse the world's military and nuclear security balances.



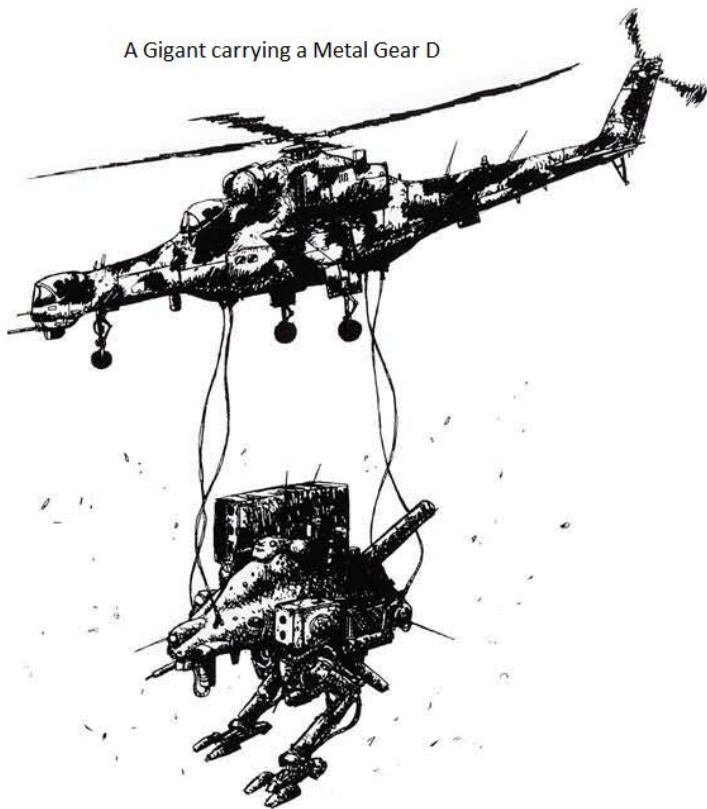
HOW TO CARRY A METAL GEAR

Usually long-range transportation of Metal Gears (excluding Metal Gear G) is done through air by "Gigant", a Sikorsky-type cargo helicopter. This isn't an exaggeration, a Metal Gear D, unlike a skytrooper's tanks, has a size of 6 meters (even compacted), and 60 tons of weight so it cannot be loaded into existing large cargo planes like the C130. This is the reason why the Gigant with 5 turbo-shaft engines was developed.

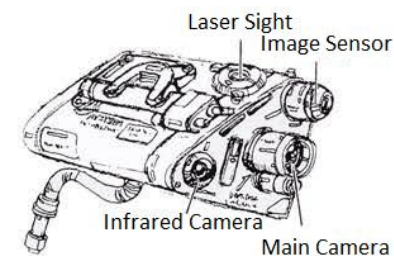
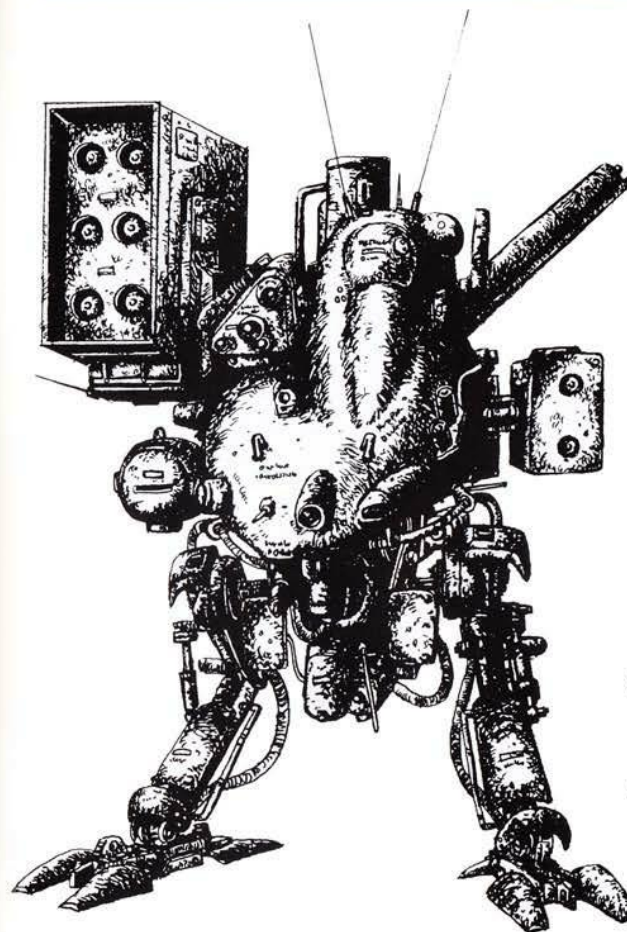
While carrying, the Metal Gear is hung by wires connected to the helicopter. On all Metal Gears are hooks meant for this type of air transportation. Metal Gears are the most vulnerable at this time, so during these trips a few guard gunships serve as escort. The transportation plan is the first key point in the strategy of a Metal Gear.

Transportation is done during the night with only more than 20 to 30 kilometers to travel. Anything less and the Metal Gear travels its own at that point (max speed: 45 km/h)

A Gigant carrying a Metal Gear D



METAL GEAR D



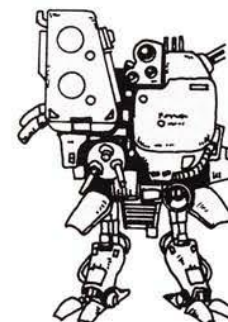
Metal Gear Family Scale



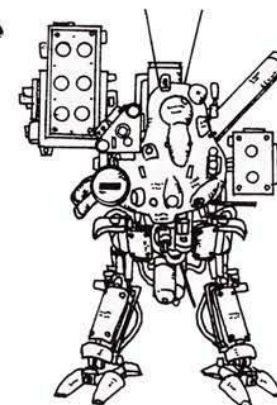
Man



G

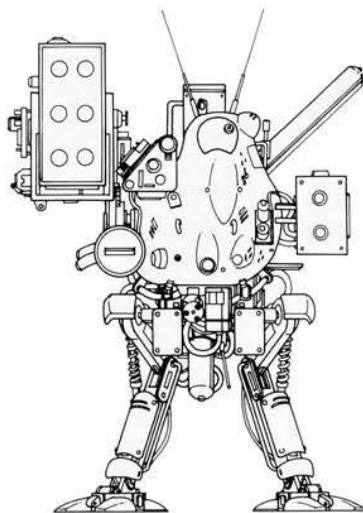


TX-55

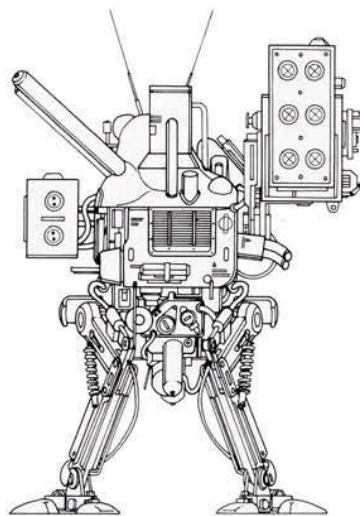


D

METAL GEAR D



FRONT



REAR

SPECIFICATION

- Overall Height 8.5m
- Overall Length 7.8m
- Overall Width 5.76m
- Crew 1
- Standard Height 61.05t (standard equipped)
- Maximum Speed 45km/h
- Armor Chobham plate + special heat-resistant ceramic
- Power Generator Output 6,500 kw
- Valid Sensor Radius 12,500m
- Equipment

• Class 1 Weaponry (Standard)

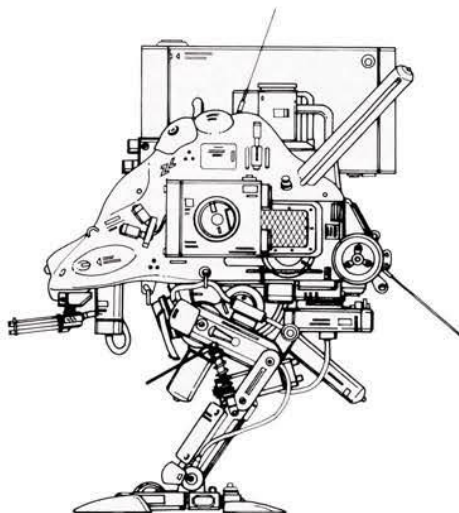
60mm Vulcan Gun (Multiple barrel type with 3 barrels)
5.56mm Machine Gun (Shell types: Duplex, AP, Flex-jet)
Missile Pod with 6 loads (Warhead types: Radar homing, Environmental searching, IR (infrared ray) tailing, X-ray line scanning)

• Class 2 Weaponry (Optional Equipment)

Double Launcher Pod
Surface-to-air Missile
75mm Cannon Gun

• Class 3 Weaponry (Nuclear)

Short to middle-ranged nuclear missiles (up to 6 shots).



SIDE

Mass-Produced Metal Gear G (Gustav)

A mass-produced Metal Gear developed as a heavy walking tank for local combat. Nuclear modules are removed to make it lightweight and mobile.

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 Gustav are communication officers, information processing personnel, and commanders, those who are considered "2nd class" in the military.

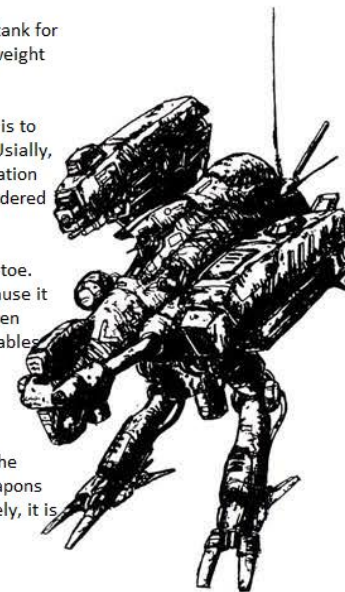
It is different to D which is covered in weapons from head to toe. This mini Metal Gear is called a "walking control tower" because it processes all the information and battle status it receives, then transmits that information to all the troops in real time. It enables all soldiers to scope out a single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

Soldiers call it "Ostrich" because of how it looks.

While it is just an assistant war machine, its weapons rival the power of MTB armored vehicles. You can mount optional weapons to its option latch depending on the situation. Equipped wisely, it is now possible as an economic alternative to main force war machines like tanks.

SPECIFICATION

- 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 2.5mm Vulcan gun, and 20mm machine gun



Sikorsky-HH-64 D Dragon

A NATO helicopter used to carry heavy cargo only. This Dragon is an upgraded version of the Sikorsky Stallion series used by US Marines, used to carry goods, transfer troops, rescue combatants, and so on. The Dragons used in Foxhound are modified for the purpose of transferring and rescuing VIPs during special missions.

While it is different from a gunship, and designed to carry cargo, 3 turbo shaft engines are installed and it has the overwhelming firepower of three .62mm machine mini-guns equipped on either sides and rear. These mini guns can fire up to 4000 rounds per minute.

The crew are mostly special force members wearing parachutes, called PJ, ride in and recover those rescued.

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



DESIGN WORKS OF METAL GEAR

The main character of Metal Gear 2: Solid Snake is above all others, the mech Metal Gear D.

The Metal Gear this time around was required to be a silhouette of the last Metal Gear design, and at the same time gothic and realistic. To achieve this, we have done model making to construct this design. This standard required us to try and make a Metal Gear that could exist in real life.

Below is a portion of the rough designs for D made by Konami designers.



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