

# Metal Gear Solid: Portable Ops Game Script

by Karma Hunter

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Metal Gear Solid: Portable Ops Game Script  
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## HISTORY

Version 1.00 -- Script completed  
Version 1.05 -- Contact information added, some typos fixed

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Thanks for using my MGS:PO script (although perhaps it's you that should be thanking me?). This script is still a work in progress, and is constantly being revised and updated. If you have ANY corrections to make, suggestions, or just want to send a nice thank-you (though I guess I'll take flames), my e-mail is:

karmahunter@gmail.com

Got it? Good, on with the script.

The Portable Ops script is told in two formats, plain text and graphic novel cutscenes. Plain text comprises the bulk of the dialogue and is used primarily in mission briefings, radio calls, and short conversations. The graphic novel cutscenes are like those seen in the game Max Payne, and feature complete voice-acting. This format is used primarily in detailing major plot points and character-intensive dialogue.

Metal Gear Solid: Portable Ops

(Graphic Novel Cutscene)

(A flash of scenes, accompanied by sounds of fighting, a blade brandishing, and ending with a scream.)

The next scene is a prison cell, with a prisoner just waking up in a terror. This is Naked Snake, the protagonist of Metal Gear Solid 3.

???: Right on time. Excellent. It's been exactly twelve hours since we administered the drug. I trust your dreams were pleasant...Big Boss?

Snake: What are you talking about?

???: Please, drop the act. I know all about you, Boss. Or would you prefer I called you...Naked Snake?

Snake: Sounds like you've got the right guy. Who are you?

???: My name is Lt. Cunningham. Until four weeks ago, I was with the CIA.

Snake: Cunningham? FOX Unit's interrogation specialist?

Cunningham: Ah, so you have heard of me. I'm honored, Snake.

Snake: And those guys who attacked me - they were FOX, too?

Cunningham: Yeah. Although, we'll leave it at that, for now.

Snake: What do you want from me? I'm retired from FOX. I'm guessing this isn't a social call or you wouldn't have brought the goons.

Cunningham: Retired? Yeah, I suppose you are, to the outside world. Don't worry. I'm not here to give you a new mission. I just want to ask you one simple question. Six years ago as a member of FOX, you prevented a full-scale nuclear war. You were hailed as a true patriot, given the title of Big Boss by the president. And then you turned right around and quit the unit. Threw aside your rank, your good name. Mysterious, don't you think? What did you see out there on your mission? What did you see in Groznyj Grad?

(Scenes of the Shagohod, Snake/EVA, and the Boss briefly flash.)

Cunningham: Where is the Legacy?

Snake: You mean the Philosophers' Legacy...?!

Cunningham: Yes. The secret cache of funds amassed by the Big Three during the Second World War. Where is it?

Snake: If you're looking for the Legacy, try the CIA. They're the ones who took it after the mission six years ago.

(Cunningham strikes Snake with an electrified baton, knees him in the face, then presses down with a mechanical prosthetic leg on Snake's sternum.)

Cunningham: Simply apply the right type of pain, to the right degree, at just the right location. It's always been my policy for persuasion, and I've found it to be quite effective. The CIA only recovered half of the Legacy from the Soviets after Operation Snake Eater. And you know where the other half went.

Snake: The CIA...only got half?

Cunningham: You can drop the act. You defeated The Boss and returned alive, so you must know where the other half of the Legacy is. And now...you're gonna tell me, Snake.

Snake: Don't have a clue.

Cunningham: That's too bad. Because I'd hate to have to continue persuading you like this, "comrade."

(Cunningham strikes Snake's head, electrifying him one more time.)

Cunningham: No matter. We have plenty of time. Sooner or later I'm sure it will all come back to you.

Snake: Wait! This isn't an official mission, is it? What happened to

Major Zero? Tell me the truth, Cunningham!

Cunningham: This is an official FOX mission. For now.

(Cunningham laughs as he exits.)

(End Cutscene)

PRISON

(after trying to open the door)

???: It's no use. It's shut tight.

Snake: !?

???: Snake...so that's your name, huh? It's got a nice ring to it.

Snake: Who are you?

???: I'm just a prisoner, like you.

Snake: An American? How'd an American like you end up a prisoner in a place like this?

???: It's a long story. But never mind that. Don't you want to get out of here?

Snake: You know a way?

???: Take a good look under that bed See that duct? The cover comes right off. You can go through it to the next room.

Snake: How'd you know?

???: 'Cause I'm the one that took the cover off. But as luck would have it, they moved me to another cell right after that, so I never got a chance to use it. If you make it out, will you do a fellow prisoner a favor?

Snake: A favor?

???: Don't worry. You'll get something out of it, too.

Snake: Deal. I'll give it a shot.

(after acquiring the Mk22 - and with it, the Sneaking Suit)

Snake: Aromatic polyamide...this is the FOX Unit's new sneaking suit. What's this doing here?

(Graphic Novel Cutscene)

???: Well, I'll be damned. It is Snake...Or should I say, Big Boss. Are you the real deal?

Snake: You know me?

???: Are you kidding? You're a legend in the black ops world.

Snake: Black ops...

???: What's a hero like you doing in a place like this?

Snake: Beats me. I'd like to find out myself. Where are we, anyway? Near the equator, from the looks of it... If I had to guess, I'd say South America.

???: You got it, Big Boss. The San Hieronymo Peninsula, to be exact, known to the locals as "la peninsula de los muertos", the peninsula of the dead. It's off the coast of central Columbia, more or less directly south of Cuba.

Snake: Never heard of it.

???: You wouldn't have. It doesn't show up on any conventional maps - it's under Red Army control.

Snake: The Red Army? In Columbia?

???: In 1964, the Russians provided military aid to FARC, Columbia's biggest rebel faction. And in return, FARC gave them this land.

Snake: 1964... The year of the Virtuous Mission.

???: Two years prior, the Russians failed in their attempt to build an intermediate range ballistic missile (IRBM) base in Cuba. Had they succeeded in deploying nuclear-equipped IRBMs inside Cuba, every major American city would have been within range.

Snake: The Cuban Missile Crisis.

???: Exactly. In the end, the Russians gave up on the idea of deploying missiles in Cuba. But rumor had it that they were looking for a new site, one where they could build a base in secret.

Snake: And that place was the San-Hieronymo Peninsula?

???: Yeah. Well, not exactly... Apparently the plans for this missile base were abandoned before it was built.

Snake: Abandoned?

???: Due to detente. Both the U.S. and the Soviet Union are having trouble financing their enormous military budget, and they can't afford to keep waging the Cold War like they did in the Sixties. Last year, they began conducting the Strategic Arms Limitation Talks with the goal of limiting each country's number of ballistic missiles.

Snake: Meaning no more need to build a new missile base.

???: Right. But as you can see, they'd already completed part of the facility. We were sent in to investigate what was going on. Before we could do that, they ambushed us.

Snake: "They"?

???: The FOX Unit. My team was wiped out in the blink of an eye. I fear I'm the only survivor.

Snake: What's the FOX Unit doing in a Soviet base?

???: Not a clue. I'd have expected you to know more about it than me.

Snake: I'm not with FOX anymore.

???: I see. Anyway, that's all I've got.

Snake: All right. Hold on, I'll get you out of there.

???: It's no use. I've tried over and over. You need a special key to unlock the cell door. Right now, you've got to get outta here. Head five clicks southeast of the detention center and you should reach a communications base. I need you to call in a rescue, if you can.

Snake: Rescue?

???: You should be able to make contact with the States using the satellite uplink. But the circuit will most likely be monitored. If only you could use some kind of encrypted transmission...

Snake: Someone capable of receiving an encrypted protocol that they can't listen in on...

???: Any ideas?

Snake: I don't know if I'll be able to pull it off, but there's one thing I could try...

???: Great. I'm counting on you, Big Boss.

Snake: Call me Snake.

???: It's been an honor, Snake. The name's Campbell. Roy Campbell. Good luck.

(End Cutscene)

Campbell: That reminds me...You've been out of action for a while, haven't you, Snake? Now would be a good time for a light refresher - just to help you get reacquainted with your weapons and basic actions. I'll help you out. First, equip a weapon. Hold the Circle button. This will bring up a list of carried weapons. Use the directional buttons to select.

(after selecting the Mk22)

Campbell: To use a weapon, press the L button to ready the weapon and the Square button to fire. Now it's your turn.

(after firing)

Campbell: Good. You got it. Next, let's do a First Person attack.

(if you hit Campbell while firing)

Campbell: Stop! Don't shoot! Come on, already! We're moving on! We're on to First-Person attacks now!

Campbell: Press the R button to ready the weapon and the Square button

to fire. Use the analog stick to aim. While aiming, you can press the L button to get a more accurate fix on the target. Try it out.

(after firing)

Campbell: OK, that about does it for weapons.

(if you shoot Campbell)

Campbell: What the hell?! Damn it! Never mind...that's enough for weapons.

Campbell: ...Oh, and before I forget... Do you know about the radar in the upper-right corner of the screen? That's your Surround Indicator. It keeps you informed of sounds in the surrounding area. The outer ring displays the sounds you hear around you. The inner ring displays the sounds you make yourself. Be especially careful when you see red on the radar. That means the enemy is near. If you make a sound, they'll be all over ya.

(if you try to open Campbell's door)

Campbell: Forget it. It won't open.

(after moving for the exit)

Campbell: Hold it! You can't just dash blindly into plain view! You've got to check to make sure it's safe first. There should be a guard outside to the left. You need to make your exit when that guard isn't looking your way, right? So use the wall press and then peek. Face the wall to the left, then move towards the wall and press the Triangle button. Then, while you're pressed against the wall, hold the Triangle button down and make your way slowly toward the exit.

(after moving along the wall to the exit)

Campbell: Hey, you're pretty good. Now head for the communications base. Use the Triangle button to open any doors you encounter. Well, as long as they're not locked, that is. You can view the route to the communications base on the Map Screen by pressing the START button. The goal is marked with an "X". I also seem to remember there being an electronic gate along the way. If you're careful, I think you can sneak past it. You know how to crawl, right?

Campbell: I'm counting on you, Snake...Or should I say, "legendary soldier..."

COMMUNICATIONS BASE

Snake: That's a dish antenna for satellite communications... This must be the communications base. The communicator that I'm looking for is in that building...

(after reaching the communicator)

[CALL]

Snake: Does anybody read me? This is Snake. If anybody can hear this, please respond.

Para-Medic: Snake! Is it you? Is this the real Naked Snake?

Snake: That voice... Para-Medic?

Para-Medic: It's me! It's been a while, huh, Snake? It's good to hear your voice again.

Snake: Same here. It'd be even better if I weren't in this god-forsaken place. So, you're still using this circuit?

Para-Medic: Major Zero kept it just in case. He said if you were safe, you might try to use it to contact us. To be honest, I never really expected you to call. But I'm glad you did.

Snake: Yeah, me too. But why are you on the line? Where's the Major?

Para-Medic: Major Zero was placed under arrest by the military last month.

Snake: The military...the Pentagon arrested the Major? Why?

Para-Medic: He's being held under suspicion of treason. I don't know the details, but a month ago, a CIA unit stole a top-secret weapon guarded by the military and fled the country. They're charging the Major with instigating the revolt. You've been charged too, Snake.

Snake: Me?

Para-Medic: The military believes you spearheaded the rebellion.

Snake: You've got to be kidding me. I'm retired from FOX!

Para-Medic: I know, Snake. Calm down and listen to me. The CIA unit...the one that stole the prototype weapon and executed the revolt. Its name was FOX. Meaning the FOX Unit is your next target!

Snake: What the hell... What are they after?

Para-Medic: I don't know. Any members of FOX who didn't join the rebellion were killed. The unit is in shambles.

Snake: I don't believe this.

Para-Medic: I know how you feel. You know why the military suspects you, don't you, Snake? Whoever started this mess managed to gather FOX members specializing in solo missions and killed all those who opposed. The only soldier who could have pulled that off is you.

Snake: ...Done in by my own overblown reputation. Are you the only one there?

Para-Medic: For now, at least. But Sigint's helping us out over at ARPA.

Snake: The Pentagon's Advanced Research Projects Agency...

Para-Medic: Right. His frequency is 148.41.

[CALL]

Sigint: Yo, Snake! Long time, no see. I hear you got yourself into a bad mess out there.

Snake: Mr. Sigint... Looks like I need your help again.

Sigint: Aw, man, it's cool. We've been through a lot together. With your skills, it shouldn't be too hard to find your way out of there. But that's not gonna be enough. You gotta catch whoever started this revolt. If you can't take him alive, dead will do just fine.

Snake: Huh?

Sigint: We need evidence that proves your innocence. Otherwise, we're gonna end up court-martialed for helping you.

Snake: I see what you're saying, but I can't do it. We're not just talking about rogue FOX members here. They've got the Russian soldiers based on the peninsula on their side.

Sigint: Yeah. That's what we heard, too. It looks like they took over the chain of command for a Red Army unit that was secretly stationed inside Colombian territory.

Snake: Took over the chain of command... So that's it... I thought this seemed a little strange for an official military operation. They got the soldiers that were already stationed here to join them.

Sigint: Hearts and minds... the bread and butter of Special Forces. Anyway, because of that, neither the U.S. nor the Soviet Union can get involved publicly. If the world found out the Russians built a nuclear base in Columbia, or that American had one of their most advanced weapons stolen, there'd be hell to pay. And the rogue unit is using those secrets as leverage to demand negotiations for independence with the U.S. and Soviet Union.

Snake: ...They're planning to create a new military nation? So, in other words, they've got the strength necessary to back up these crazy demands. And I can't expect any backup from home. And you want me, on my own, to go in and capture the ringleader of this rebellion?

Sigint: Well, there's no reason you have to do it alone. If the rebels managed to get the local militia on their side, who's to say you can't do the same thing?

Snake: You're saying I should convince the Russians and the rebels to join my side?

Sigint: It's not that complicated, man. Just think of it as procuring your allies on site. That's what you're good at, isn't it? Procurement on site.

Snake: You're kidding, right? This isn't the same as catching fish and snakes, you know.

Sigint: You gotta try, Snake. Otherwise, everybody's gonna be gunning for you - the rebels, AND the Pentagon. And you're gonna bring us and Major Zero down with you.

Snake: ...



Sigint: Oh, I do have some good news, too. As luck would have it, we just sent a scout unit to the peninsula to gather intelligence. It's an SFG unit.

Snake: The Green Berets? Here?

Sigint: We lost contact with them a little while ago, but there might still be some survivors. If you rescue them, they'll help you out.

Snake: Yeah, I think I know who you're talking about... OK, I'll see what I can find.

PRISON

Snake: You OK, Roy?

Campbell: Snake, what are you doing back here?

Snake: Found a key. Thought you might be interested in it...

Campbell: Did you call for help?

Snake: Nobody's coming.

Campbell: What?

Snake: Seems they think I'm the one who's leading FOX... The one who wiped out your unit.

Campbell: ...That's insane.

Snake: And unless I clear my name, they're not letting me back into the country - and we can forget about someone coming to rescue us.

Campbell: Clear your name... But how?

Snake: Track down the real roots of FOX's rebellion.

Campbell: ...

Snake: Roy.

Campbell: What?

Snake: I need your help to pull this off.

Campbell: Me?

Snake: Yeah. I need your skills as a Green Beret.

Campbell: Whoa, Snake, don't go getting any crazy ideas.

Snake: What's so crazy about----?

Campbell: Look at me. My leg's broken. I can barely walk. And I've had this nasty fever for days...

Snake: All right. Why don't you drive instead of walk?

Campbell: What do you mean?

Snake: On a base this big, there's bound to be a personal transport vehicle or two lying around.

Campbell: Well, yeah, but...

Snake: And you don't need your legs to fire a gun...right?

Campbell: ...

Snake: So are you with me?

Campbell: ...

Snake: Roy!

Campbell: All right. I'm with you.

Snake: Great. I owe you one.

Campbell: (Geez, who'd have thought the legendary Big Boss would be this pushy...)

Snake: I'm leaving my spare radio with you. If anything happens, call me. We'll use frequency 140.85. Press the SELECT button to open the Radio Screen. Use the left and right directional buttons to adjust the frequency, and press the Circle button to make a call. Press the down directional button to bring up a list of saved frequencies.

Campbell: I'll give you a ring if I start to get lonely.

STAGE SELECT

Snake: OK. First things first. We need intel. Did you get some kind of briefing before the mission?

Campbell: The first recon target we were given during the pre-mission briefing at Fort Bragg was here... A Soviet front-line patrol base. This will be our first target for information collection. I can take you there. I've got a good idea of where it's located. ...Well, more like I don't know where any of the other facilities are, exactly...

Snake: It'll do. So what's the plan?

Campbell: This place is packed with soldiers - the perfect target for our first recon. Get as much intel as you can. You should be able to extract useful information by listening in on soldiers.

Snake: All right, we'll go with your plan.

Campbell: Heh heh. Looks like we'll make a great team, Snake. OK, let's get going.

SOVIET PATROL BASE

[CALL]

Campbell: OK, now get out there and suss out the situation. You can learn a lot from what the enemy is saying. Just get close to an enemy and listen carefully. I know you can do it. When you're approaching an

enemy, hold the Triangle button as you move... That will muffle your footsteps during your approach.

Snake: Got it.

Campbell: ...

Snake: ...Mm? Something wrong, Campbell?

Campbell: ...N... No, it's... Just got dizzy for a second.

Snake: You sure you're all right? How's the fever?

Campbell: I'm fine. And there are more important things to worry about.

Snake: Take care of yourself... We can't afford to have you out of action now.

Campbell: Yeah... I know.

(after encountering some soldiers)

Soldier A: A weapon that can obliterate all major cities in the motherland? Give me a break! You've been watching too many movies.

Soldier B: No, no. This ain't no joke. I heard that American officer - the one our boss brought in - say something about it.

Soldier A: You mean that tight-assed peg-leg?

Soldier B: You should have seen that bastard's face when the topic of the weapon came up... There must have been something in that document that arrived from HQ the other day...

Soldier A: Probably just has a bad case of the runs. I know I do...

Soldier B: This isn't a joke.

Soldier A: Look. I know what you're saying. Aiming that thing at our motherland... That just doesn't sit right with me. Yeah, it's suicidal.

Soldier B: But it's just a threat, right? A bluff? He's an expert at this sort of manipulation. I hope you're right...

Soldier A: Do you ever wonder what kind of weapon we're really storing?

Soldier B: Sometimes... But this is not your run-of-the-mill nuclear missile we're protecting, that's for sure.

(after listening in on a few soldiers)

[CALL]

Campbell: It sounds like you've heard an earful already. ...Oh, before I forget. Pay extra attention to anybody who looks like a commanding officer. They might be carrying something important. Remember that! If an item is displayed in red, that's an item vital to your mission, so you won't be able to drop it.

(after retrieving Secret Documents)

[CALL]

Campbell: Looks like you obtained some enemy documents. Good work. OK, hoof it back to the truck. We'll look over them once you get back.

STAGE SELECT

Campbell: Snake, about those documents you found just now...

Snake: Find anything interesting?

Campbell: You're not going to believe this...

Snake: Try me.

Campbell: It seems the rebels are actually planning to activate that new weapon they stole. The documents outline details of a launch plan. The date and time aren't mentioned, but it looks like we don't have much time.

Snake: No way. They're in the middle of negotiations with Washington and Moscow. Even assuming this launch plan is real, it's got to be a bluff to strengthen their hand.

Campbell: Maybe. But they exterminated us Green Berets - their own comrades - without mercy or remorse. I don't think they're too particular about means to their end.

Snake: ...

Campbell: I hope it turns out I'm worrying too much. But if they're serious about this, it could ignite a global crisis.

Snake: ...

Campbell: Snake, until we have a clearer picture of what's going on here, I think we should assume the worst. Better to overreact now and laugh about it later than ignore this and live to regret it.

Snake: ...I can't argue with you on that.

Campbell: Right now, we're the only ones on this peninsula in a position to stop these guys. It's our duty to act before the launch deadline.

Snake: Yeah, you're right.

Campbell: ...Even so, the fact is there are only two of us, and we can't do this alone.

Snake: Got any ideas?

Campbell: ...Snake, when you were listening in on the enemy, did you get the feeling that maybe not everyone's satisfied with their commander?

Snake: Yeah, some of them were griping about it.

Campbell: ...Tell me, how hard do you think it would be to recruit some of those soldiers over to our side?

Snake: Recruit them?

Campbell: Exactly. We could use any grievances they have against their leader to try and persuade them to join us. Sowing discord among the enemy has been a basic element of psychological warfare since the time of Confucius, right? Play our cards right, and we might be able to find out what's really going on.

Snake: Hmm...

Campbell: What do you think, Snake?

Snake: Sigint was saying the same thing... ..Yeah. It might be worth a try.

Campbell: Heh heh. I knew I could count on you. Now, first thing we gotta do is choose a suitable candidate.

Snake: So what exactly does that entail?

Campbell: I'm getting reports that soldiers unhappy with the rebellion can also be found in other areas. That means you'll have to drag 'em back to the truck so we can all have a friendly chat about them joining our little resistance. Go out and give it a try. Oh, and one more thing... We've learned the name of the enemy's supreme commander.

Snake: Who is it?

Campbell: His name is Gene. G-E-N-E.

Snake: "Gene"...?

Campbell: OK, then. Let's get this mission started. Pick someplace where there'll be enemies easy to convert. So where to, Big Boss?

SOVIET PATROL BASE

[CALL]

Campbell: Let's review. We're going to scout for soldiers with grudges against Gene. Listen to what the enemy is saying. Then, once you've found someone ripe for the picking, grab and bring 'em back to the truck. The best time to get 'em is when they're alone. Once you've got the enemy alone, knock the sucker out. Now there are several ways to knock an enemy out... You can shoot them in the head with your Mk22, or put them into a nice chokehold. Here's how to execute a chokehold. First, unequip your weapon so you're barehanded. To unequip a weapon, push the Circle button once quickly. Then quietly sneak up behind the enemy. Push and hold the Square button to get 'em into a full nelson. Once you've got his arms pinned, repeatedly tap the Square button to choke the sucker. Sooner or later, he'll lose consciousness. You can also pick the enemy up and carry him around when you're barehanded by holding the Square button while positioned above his body. Then just drag the unconscious enemy back to the truck. That's it. Go get 'em.

(Snake captures a soldier during the course of the mission. This soldier's name is Jonathan)

(Graphic Novel Cutscene)

Jonathan: You!

(Jonathan rises and attacks Snake, who blocks the blow)

Snake: You heal up pretty quick.

(Jonathan moves and grabs Campbell, taking his pistol. He draws the pistol, but is disarmed and taken down by Snake before he can fire)

Snake: Quick thinker, too. They trained you well. You're a good soldier.

Jonathan: Who... who are you?

Snake: Call me Snake.

Jonathan: Snake? Is that a codename? You must be with the Americans. Are you with the FOX Unit, too?

Snake: I'm not with the Americans or with FOX. I'm just a soldier.

Jonathan: Just a soldier? Then why...?

Campbell: We're here to stop FOX Unit from going renegade. A member of FOX named Gene betrayed the U.S. Government and stole a top-secret weapon. He plans to use that weapon, and the warheads in this base, as bargaining chips to negotiate with your country. But blackmail is more like it. We're here to put a stop to it. Our mission is to free the soldiers of the San Hieronymo Peninsula from Gene's control, and capture the traitors in the FOX unit. I can understand if you're afraid of FOX. But we need others to help us free the Soviet soldiers on this peninsula. Will you join us?

Jonathan: You're here...to save us? And you want me to help you defeat Gene? (laughs)

Campbell: What's so funny? You think... he's been brainwashed?

Jonathan: Brainwashed? Is that what you think is happening here? A fine joke. But I'm afraid you two have it all wrong.

Campbell: Wrong?

Jonathan: We didn't rebel because of Gene... Our country betrayed us first! We have stood guard over this god-forsaken base, unable to reach our friends and loved ones because of the secrecy of our mission. The climate was brutal. The meals were meager. We watched as our comrades succumbed to disease, or died fighting the Columbian government. And still we went on carrying out our mission, believing our efforts were all for the good of the motherland! And how did the motherland reward us? By stabbing us in the back.

Campbell: You're talking about the Kremlin's policy shift? If the existence of this base came to light, the political fallout with the United States could fatally undermine Moscow's position in the Strategic Arms Limitation Talks that Brezhnev is promoting. That's why...

Jonathan: We have no use for political rationales. What matters to us is that Mother Russia wiped this base from existence. But instead of

allowing us to return home, the army erased all traces of communication and cut off our supplies. They sought to isolate the peninsula, and make it look like this was all the work of a few out-of-control soldiers. We were abandoned by our own country!

Campbell: That's why you decided to follow Gene?

Jonathan: Gene told us he would build us a nation. A nation not of soldiers, but for them. We do not follow Gene out of fear. He will deliver us justice. The only thing we fear is losing that justice. That's why we follow him, not you. You'll never be able to stop him.

Snake: Justice, huh? The meaning of justice can change from one day to the next. A professional soldier never brings justice into the mission. The only ones who need a reason to fight are the ones who fight for a living. That's what my mentor told me. Politics are fickle. They change with the times. So long as we remain loyal to our countries, soldiers like us need nothing to believe in. She died out of loyalty - not to justice, not to her country. To herself. For the mission.

Jonathan: Your mentor... the one who taught you the art of battle... Who was she?

Snake: They called her The Boss. I killed her.

Jonathan: The Boss... The legendary soldier? Then Snake, you must be Big Boss. You're the hero who killed Colonel Volgin at Groznyj Grad.

Snake: Prove your loyalty as a soldier. That's what The Boss told me. I still don't know what she meant.

Jonathan: Prove your loyalty... Not to justice, not to your country... but to yourself. Does Gene truly plan to threaten the motherland?

Campbell: Yes. Snake procured documents from a patrol station that confirm as much. If launched from this base, the weapon Gene stole could deliver a devastating blow to every major city in Russia. I know it's hard to believe.

Jonathan: No. I believe you. Not as a member of the Red Army, but as a soldier.

Snake: ...I appreciate it.

(Jonathan rises and shakes Snake's hand)

Jonathan: I will follow you. Snake, give me my mission.

STAGE SELECT

Campbell: (cough, cough) OK, Snake, what's the plan?

Snake: Hey, Campbell, you sure you're all right?

Campbell: I'm fine... I'll get over it. Now about our plan...

Snake: If we're going to keep collecting intel, we'll need to pick up some more new recruits.

Campbell: Of course I'd recommend putting together a unit of four

soldiers, but if you want to continue on with a smaller unit, that's your call.

Snake: So we need two more...

Campbell: For now, let's use the buddy system and pair you up with the one we just caught. You can organize your unit using MANAGE over at the Briefing menu. Push the X button to bring up the Briefing menu and select MANAGE. We'll put you and your new friend down as "Team Alpha," alright? The new recruit is registered as a rookie, so... ..move that guy over to your team - Team Alpha. Don't forget you've got Bravo, Charlie, and Delta teams you can fill too. Recruit more comrades and fill those ranks. Just remember that there will be plenty of missions that only you can lead. So make sure you move to that team before deployment. If you need more detailed instructions, push the SELECT button and view the HELP screens.

(after moving Jonathan into Team Alpha and selecting a mission)

Soldier: Big Boss, Campbell's sick. I'm not exactly sure what it is, but his symptoms look like a form of tropical malaria that I've seen before.

Snake: What?

Soldier: The first bout has subsided. He's lying down here beside me now.

Snake: Are you positive it's malaria? I know he took preventative drugs...

Soldier: I'm not a medic, so I can't say for sure. But judging by these symptoms... Hey! Don't try and get up!

Campbell: Snake, it's me. I'm in bad shape. Malaria... Who'd have thought?

Snake: Take it easy, Campbell.

Soldier: What do we do now, Big Boss...?

Snake: ...The preventative drugs don't work. This could just be the beginning... If he's got some tropical disease other than malaria... Then there's not telling whether we might start showing the same symptoms.

Soldier: Good point...

Snake: ...I got an idea. Keep an eye on him. Give me a minute to consult with my "family doctor" about treatment.

Soldier: Huh? Family doctor?

Snake: Para-Medic. Let's head for the communications base.

Soldier: R...right. The communications base. Got it.

Campbell: Sorry... to be such a pain in the ass, Snake...

Snake: Save your strength. On the way we'll keep our eyes out for new recruits.



COMMUNICATIONS BASE

[CALL]

Campbell: Good, you made it inside the communications base. They've probably beefed up security...but you've got to stay out of enemy sight until you reach the communicator. I don't know how many more of these outbreaks I can take. We've got to find a cure, and soon. I know you can do it.

[CALL]

Jonathan: Big Boss, let's go over how to switch team members. You won't be sneaking in alone anymore. We'll all be sneaking in together.

Snake: I thought that going in alone was the whole point of a sneaking mission.

Jonathan: Right, I know. Going in all at once wouldn't be very bright. We'll move one at a time, and switch off as we go along.

Snake: What do people do when it's not their turn?

Jonathan: We'll have them hide nearby. After all there's plenty of cardboard boxes in the truck.

Snake: All right. I'm used to hiding in cardboard boxes.

Jonathan: When you want to switch off with another team member, press the START button to bring up the Map Screen. Then select "MEMBER CHANGE." Then you'll be prompted to select a "Hiding Point" - a location on the map where you can hide - choose one as a place to hide. Finally, choose a team member to switch with. Then you're done.

Snake: OK. We'll do that.

Jonathan: From what I've seen, there are a lot of soldiers around here dressed like me. I should be less conspicuous than you. I used to be a rescuer, so I'm pretty good at dragging people around. Meaning I'm perfect for gathering new recruits. So make good use of me.

(if you switch to Jonathan)

[CALL]

Jonathan: OK, it's my turn now. Wow, called on by Big Boss himself - this is going to make a great story when I get back.

Snake: Watch yourself out there.

Jonathan: If a unit member is dressed like the enemy, they can slip through the enemy's guard as long as they don't act strange. Sometimes you'll see a blue chameleon icon appear at the top-left of the screen. That means the enemy believes you are an ally so they won't sound any alarms. Unfortunately, a legendary soldier such as yourself doesn't qualify for this special type of infiltration technique.

Snake: Yeah... All right, show me what you can do. I'll keep listening from here and let you know where the enemies are as far as I can tell.

The red circles on the Map Screen are the locations of the enemy soldiers. They show use where the enemies around us are.

Jonathan: Thanks. I'll put it to good use. All right, here I go. Wish me luck.

(after reaching the communicator)

Snake: OK... Everybody here?

Soldier: We're all set, Big Boss. Everybody's here. So this "family doctor" of yours - is she that good?

Snake: Yeah, you could say that. She's saved my life more than once.

Para-Medic: Snake? You came all the way back to the communications facility? You must really want to talk to me, huh?

Snake: Yeah, actually, I do. One of my men has come down with malaria.

Para-Medic: Malaria? Can you get some preventative drugs? Depending on the drug, it can be used to treat malaria even after symptoms appear.

Snake: We've been using the drugs. But they don't seem to be working too well. Do you think it might be some other kind of disease?

Para-Medic: Hmm... Wait. You said these were malaria symptoms?

Snake: Yeah. No question about it.

Para-Medic: I got it.

Snake: What?

Para-Medic: Do you know how people get malaria?

Snake: Yeah. The virus is transmitted by mosquitoes, right?

Para-Medic: It's not a virus. It's a parasite.

Snake: A parasite? You mean there's an actual bug inside his body?

Para-Medic: Exactly. In tropical malaria, the malaria parasite gestate within female anopheles mosquitoes and are then transferred to human hosts. Ordinarily, the drugs would prevent the symptoms from happening. But there are different populations of malaria parasites. In certain areas, the populations are drug-resistant. You know what that means?

Snake: The drugs won't work?

Para-Medic: Bingo. So the only way to treat it is to find a different drug that's effective against that particular population of malaria parasite.

Snake: A different kind of drug...

Para-Medic: Try the local medical facility. They should have a supply. But you'd better hurry. You might already be infected with the same parasites. It's only a matter of time before you start to develop symptoms.

Snake: Got it...

STAGE SELECT

Soldier: Big Boss, I need to talk to you.

Snake: What's up?

Soldier: Para-Medic was saying that we need some medicine to treat malaria.

Snake: Yeah. If there were a hospital nearby, I'm sure it'd have a supply in stock.

Soldier: I know where we can find one.

Snake: A hospital?

Soldier: Yes. There's a hospital in the sector my former squad patrols. I can tell you exactly where it's located.

Snake: Must be my lucky day. Lead the way.

Soldier: Yessir. Oh, and one other thing...

Snake: Go on...

Soldier: It's a small hospital with minimal facilities - in the mountains. But just the other day, I saw them bringing in a huge shipment of drugs and medical supplies.

Snake: What for?

Soldier: I don't know. But what I do know is that this shipment was way too big for a hospital of that size.

Snake: Sounds suspicious.

Campbell: In any case, Snake, we'd better hurry to the hospital. They've got to have some malaria drugs there. And I'm guessing it'll be a prime location to recruit new comrades with medical careers. Might as well recruit some new allies for the battles ahead, right? Since you're operating as a team, you can all work together to get new recruits. For instance, when you knock an enemy out, you don't have to drag 'em all the way back to the truck yourself. Why not drag the body over to one of your teammates hiding in a cardboard box? Let them do the rest of the work. Go ahead, give it a try! Now let's get going to that hospital. Find the malaria drugs and recruit some medical staffers along the way.

HOSPITAL

[CALL]

Campbell: Campbell here. We've assessed that the drugs are in that hospital... We're just not sure where. Find those drugs and avoid detection. We now know that I'm not the only one at risk from malaria. Any of our comrades could be infected. Unless we act fast, it won't be long before we're goners. Good luck.

(if you drag an enemy to a hidden ally)

[CALL]

Campbell: So you want to recruit that enemy soldier, huh? No prob. One of our men hiding in a cardboard box will handle it. You go ahead and continue your mission. Next time, use the radio to give the order yourself. The frequency is 143.15.

(after searching the first target area)

[CALL]

Campbell: Ah, did you find the drugs yet? ...What? Oh, I see. They weren't in there. All right, then, try the other rooms. There are other rooms there, right? Take your time and search them in order.

(after searching the second target area)

Campbell: This is Campbell: Still no luck finding those drugs? I just don't get it... He told us that a huge shipment of medical supplies was brought in, but there's not a trace of them to be found. Something's wrong here... I got an idea. Maybe the shipment log can shed some light on things? Look for the hospital director's office. There must be a record of the drug shipment in there.

(after reaching the hospital director's office)

(Graphic Novel Cutscene)

(Snake and a fellow soldier search documents on a table)

Snake: It's a list of outgoing materials... ...heading for a lab?

(a helicopter flies past in the sky, being piloted by Lt. Cunningham)

Cunningham: Where are the escapees? Why haven't they been caught? If they get away, I promise you'll regret it. Enough of this! Call Python, get him back here. He'll lead the search team. And make sure this lab stays secure.

(A blonde woman in uniform stares down out of the helicopter, her eyes falling directly on Snake. Snake recoils out of sight and presses against a wall.)

Snake: Wha... what's happening to me?

(End Cutscene)

STAGE SELECT

Campbell: There were no malaria drugs in the hospital... not even a single dose. According to the log left in the director's office, they hauled every last bit of that stockpile of drugs and medical supplies away. They were shipped to a research lab north of the hospital. But we're in luck. Not only do we know from the log that they took the drugs to a lab, but we found its exact location by following the helicopter's flight path. Quite a coincidence, huh? You'll see when you get there, but the lab is built on terrain that makes it hard to spot

from the outside. Chances are slim you'd find it unless you had some kind of clue. Head for the lab, infiltrate it, and search for the drugs again. I'm sorry to put this on you, but I'll need them if I'm going to keep command.

RESEARCH LAB

[CALL]

Campbell: Apparently, the medical supplies they brought to the hospital have all been transferred to that lab. Which means that the drugs must be there, too. Do whatever it takes to find those drugs and bring them back. We need them, and soon.

(Graphic Novel Cutscene)

(Snake and a fellow soldier hide behind a door and listen in to Lt. Cunningham, the blonde woman from before, and a man that commands them both. This man is Gene.)

Cunningham: What's his status?

Scientist: We're currently reinitializing his memory and readjusting his sensory nerves in the culture tank. By my estimate it'll take... another twelve hours, at least.

Cunningham: Half a day? He has to be readjusted after each deployment. Not much better than a prototype, a test subject.

Scientist: My apologies, sir. The culture fluid takes time to prepare. With such limited equipment and personnel, readjusting Null isn't...

Cunningham: I know. That's why I brought along a specialist.

Scientist: The chief? But...

Cunningham: The escaped prisoners have yet to be found. This could be just the job for our Perfect Soldier. We'll roll out the tank as soon as the fluid's stabilized. Make all necessary preparations.

Scientist: Yes, sir.

(A group of soldiers are working on a scaffold above)

Blonde Woman: Commander.

Gene: Yes, I know. Cunningham. Don't move.

Cunningham: Huh?

(The scaffold breaks and comes tumbling down directly in front of Gene, Cunningham, and the woman. Gene is unphazed.)

Soldier: Commander! Lieutenant! All you all right?

Gene: We're fine.

Soldier: Please forgive me, Commander. Are you hurt?

Gene: Don't worry. Fate would never see me hurt. Now, lie still and try

not to move. This man needs medical attention.

(Gene's voice grows louder and starts to resound ominously)

Gene: I apologize for any sense of urgency. Please don't think for even a moment that I hold your work -- or yourselves -- in any but the highest of regards. This facility you are helping to build is absolutely vital to the strong roots of our new nation. But never forget that you, yourselves, are no less valuable a resource to that nation. A nation that will house the mightiest, most capable military ever seen by man. Warriors in their prime. We will end an era that sees soldiers discarded like tools, and strike war from the menu of global politics. And it is you - soldiers, military engineers - who are her first citizens. Our nation's riches, and its fighting spirit. I only pray that such priceless resources be not sacrificed in vain!

(Soldiers and scientists alike stand at attention and salute)

Snake: So that's Gene... That voice...and the premonition... was that ESP?

(End Cutscene)

[CALL]

Campbell: No luck finding the drugs, huh? Where the hell could they...? Wait... That reminds me! ...When you were eavesdropping on Gene and his men just now, didn't you say they mentioned something about a "culture tank"? Do you think that might be part of the medical supplies they brought in with the drugs? If so, don't you think the drugs might be stored in the same place as the culture tank - whatever that is? I think it's worth checking out. OK, go look for this machine, this... "culture tank". They may have even set up a special chamber to house it.

(after reaching the culture tank)

(Graphic Novel Cutscene)

(Snake enters the culture tank room)

Snake: What is this?

(Snake peers over the tank and sees the soldier)

Snake: It's him...

(A blonde woman in a lab coat enters the room)

Blonde Woman: Who's there? Can't you read the sign? It says, "Do Not Enter".

(The blonde woman gasps)

Blonde Woman: You...

Snake: A kid? What are you doing here?

Blonde Woman: I'm in charge!

Snake: You? In charge?

Guards (outside): You there, search upstairs! The rest of you, we'll sweep the prep chamber!

Blonde Woman: This way, Snake! Hide there -- in that locker!

Snake: What?

Blonde Woman: Just do it!

(Snake hides in the locker just as two guards enter the room)

Blonde Woman: What's going on here? The preparation chamber is for authorized personnel only.

Guard A: Miss Elisa! Are you alone? Have you seen anything suspicious around here?

Elisa: No. Is there something wrong?

Guard B: We received a report that there's an intruder in the lab. Someone also reported seeing a suspicious truck nearby.

Elisa: Well there's no one here. Just me... And him. You're disturbing his sleep. I'll have to ask you to leave.

Guard A: Yes, ma'am.

Guard B: If you see the intruder, please notify us immediately.

(The guards leave. Snake exits the locker.)

Snake: Now I've seen it all. A little girl, in charge of an outfit like this. ...Why did you help me?

Elisa: I don't know. I just got this feeling that I needed to.

Snake: And how do you know my name? Are you with the FOX Unit, too?

Elisa: No.

Snake: But... your uniform...

(Snake pulls aside Elisa's lab coat expecting to see a uniform, but only a revealing tank top is underneath. Elisa squeals and recoils in shock.)

Snake: It's...it's not like that... When I saw you at the heliport with Cunningham and the others...

Elisa: That was my sister.

Snake: Sister?

Elisa: Her name is Ursula. She's the one who's a member of FOX. I'm just a medic.

Snake: You're pretty young.

Elisa: Well, you were out on the battlefield when you were my age, weren't you, Snake? Or should I say... Big Boss? Ursula and I were raised

in an East German lab. They sent all the kids with ESP potential there to study them. My powers are pretty weak. But Ursula is different. She's one of the most powerful psychics in all the Communist world. Through special training, Ursula gained great power... ..but in doing so, lost everything that makes her human. So much so that she can't even talk with me anymore. Four years ago, Gene took us away from East Germany. He was on a mission from FOX. The CIA wanted to get its hands on ESP from the Communist bloc.

Snake: And then you joined his little revolution?

Elisa: Yes. That's right.

Snake: So this is what you were calling the Perfect Soldier? Does he have ESP, too?

Elisa: No, he's just an ordinary human being. That is, he used to be... He was raised in a special way -- under very special conditions - to be a great warrior. He's incapable of emotions or doubts. He's the ultimate combatant, created with one purpose only: to accomplish the mission. He has no human memories. The only things he has left are his skills in battle.

Snake: No memories?

Elisa: Each time he completes a mission, he undergoes readjustment. Like this. Inside the culture tank all five senses are shut out completely. Most men would go mad in minutes. Like a baby who's coming into the world for the first time, the Perfect Soldier's senses are honed to a razor sharpness. He can read the enemy's movements and learn them faster than any normal person ever could.

Snake: What kind of person could endure that kind of extreme training?

Elisa: Nobody, of course. The Perfect Soldier project ended in failure and was abandoned. He was the only success. That's why they gave him the code name Null. He's a lost number. He has no feelings and no memories. Not even a project number. Don't even think about fighting him. You can't possibly win, Snake.

Snake: You could be right about that.

Elisa: Or you could shoot him now -- but you'll have to go through me.

Snake: I'm no assassin. Shooting a soldier with their guard down isn't my style.

Elisa: You're a good man, Snake. I knew you were.

(Elisa produces a package)

Elisa: Here, take this. It's a drug for treating chloroquine-resistant malaria.

(Elisa gives the package to Snake)

Snake: How'd you know...?

(Elisa smiles. A beeping sound is heard.)



Cunningham (over radio): It's time. Bring the tank out. I trust the readjustments are complete?

Elisa: Sorry. It'll just be a little longer.

Cunningham (over radio): I'll send a man in to meet you. Hurry it up.  
(click)

(Elisa opens a hatch on the floor)

Elisa: You can get outside through here. Head for the harbor. You'll find what you're looking for there.

Snake: You must be psychic or something.

Elisa: One last thing, Snake. If you find Ursula in front of you, don't hesitate... Shoot her.

Snake: Shoot... your sister?

Elisa: If you can't do that, you're already dead.

Snake: All right... Next time, let's try for a more upbeat prophecy.

(End Cutscene)

STAGE SELECT

Campbell: ...Whew, that was a close one. My fever's all gone now. Looks like those drugs you got from the girl really work. I gave some to all the men. Well, at least we don't have to worry about losing our entire unit any more. Now what?

Snake: If we go to the harbor, we might find what we're looking for... At least, that's what Elisa said.

Campbell: The harbor...? I have absolutely no idea where that is. Seems we need to do some more recon.

Soldier: Big Boss, you got a minute? I've got a plan.

Snake: A plan? What kind of plan?

Soldier: We can get all the new recruits we want, but unless we use them, they're just going to be sitting there. And that, if I may be frank, is a waste. It defeats the whole purpose.

Snake: ...

Soldier: So what I was thinking was, we could pick a few of them to set up a "spy unit" and send them to key points on the peninsula. We've all been stationed here a while... So we've got a pretty good idea of how and where to lie low, and we'd make pretty good intelligence collectors, too. And - correct me if I'm wrong - you're going to want a broader picture of what's going on the peninsula in order to accomplish your mission. So what do you think?

Snake: Spies, huh...

Campbell: Snake, the soldier has a point. Right now, we've only got

awareness of the few dozen yards around our truck. If we think we can figure out why FOX rebelled like this, we're not just dreaming - we're crazy. I think sending some of our men out to gather intel is a great idea.

Snake: ...Hmm. OK. We'll go with your plan. We'll start forming a Spy Unit right away.

Soldier: You got it, Boss.

Campbell: You can manage your Spy Units by selecting MANAGE on the Briefing menu. Only instead of putting free soldiers in the Sneaking Unit, you'll be putting them into the Spy Unit. You'll need to put together a Spy Unit for each location you want to reconnoiter. Then just let them do their thing. They'll go out and collect intel on their assigned location and report the results back to you. You can see the reports by going to REPORT on the Briefing menu.

Snake: Got it. I'll try it out. But... We don't have enough men to send them out willy-nilly. Got any ideas where we should start?

Campbell: Well, we do need to find a route to the harbor... Why don't we send a unit out to the supply depot? That's where they store all the cargo they unload at the harbor. It might give us a clue as to how to locate the harbor.

Snake: Agreed. In the meantime, I'll keep looking for new recruits.

(after sending a spy to the Supply Depot and waiting half a day or longer)

A new report has arrived from the spy unit.

Campbell: Looks like we've already received an intel report from the spy unit we just dispatched. They seem to know what they're doing. You can read the info by selecting REPORT from the Briefing menu. Go ahead, take a look at it.

(after selecting Supply Depot report)

SUPPLY DEPOT - MAP PROCUREMENT  
"SOURCES INDICATE THAT A MAP DETAILING  
CARGO SHIPMENT ROUTES IS LOCATED  
INSIDE A WAREHOUSE IN THE SUPPLY  
DEPOT. THE WAREHOUSE IS LOCATED  
BEHIND A LARGE BUILDING. INTEL  
SUGGESTS THAT THE MAP IS AVAILABLE  
FOR PROCUREMENT AT ANY TIME

Campbell: According to the report, there's a map at the supply depot showing the route used to deliver supplies. It details how they get supplies unloaded at the harbor to the depot... which means it also shows how to get from the depot to the harbor. ...So what do we do now, Snake?

Snake: What do you think? We're heading for the supply depot.

Campbell: Roger that.

SUPPLY DEPOT

[CALL]

Campbell: It's very likely that there's a map showing the route to the harbor stored in that supply depot. Conduct a search of the facility, taking care not to be seen by the enemy, and find that map. Good luck.

(after retrieving Secret Documents)

[CALL]

Campbell: Mission complete! Now get your ass out of there.

STAGE SELECT

Campbell: This map you found has given us a lot of valuable intel on the peninsula. We now know the location of the town, the rail bridge, the Soviet security base, and the harbor. And just as we suspected, the map shows the precise routes to and from the supply depot.

Snake: Hmm... I guess it was worth the trouble, after all.

Campbell: I'll say Now all we have to do is head straight for the harbor... At least, I wish it were that simple.

Snake: ...Why? What's the problem?

Campbell: To get to the harbor, we have to pass over the rail bridge. But that bridge has been closed off and turned into a checkpoint.

Snake: How do you know?

Campbell: A supplement to the map lists the rotation schedule for the soldiers manning the checkpoint.

Snake: ...Checkpoint, huh. That could be trouble. Is there a way to get around it?

Campbell: As you can see from the map, the eastern half of the peninsula is divided from the western half by a river. If we want to get to the harbor by truck, the only way is to cross over that rail bridge.

Snake: So not only are we cut off from the harbor, we can't get to the east side of the peninsula at all... Is there a way to break through the checkpoint?

Campbell: I can't say for sure without actually scouting the place, but I'll bet the checkpoint will be heavily guarded. Busting our way through probably isn't an option.

Snake: Damn...

Campbell: At any rate, let's start by getting a feel for the situation at the bridge checkpoint. Then we'll talk about getting through.

RAIL BRIDGE

[CALL]

Campbell: All right. Your job is to observe and assess the security

situation on the rail bridge. How many soldiers are deployed there, and whether there are barricades or other heavy defensive measures in place. We need to know these things if we're going to cross over to the other side. Proceed to a position from which you can observe the bridge. Good luck.

(after reaching the designated position)

[CALL]

Campbell: What? The bridge is completely blocked by trucks? Great... Just what we needed. All right. That's enough for now. Head back to the truck. We'll have to think of another way.

STAGE SELECT

Campbell: All right... What next? They're using those trucks as road blocks. And based on supplements from the checkpoint, it looks like security on the bridge is tight as a noose. I'm talking tight. Meaning there's almost no way we'll be able to sneak across it unseen. Any ideas, Snake?

Snake: We lack the manpower to take them head on and break through. And sneaking through seems out of the question... So we need to figure out some other way to thin out their numbers.

Campbell: A diversion, huh?

Snake: Exactly. If we can create some commotion by blowing up an enemy facility or a prominent landmark, they'll send in reinforcements to deal with the situation. It looks like they've got a relatively large force deployed on the bridge, so I'm thinking this is the first place they'd pull people from.

Campbell: Good thinking. I guess all that's left is to figure out what we should blow sky high.

Snake: It's probably best to take out key enemy facilities or places with things that look susceptible to demolition.

Campbell: Sounds good, but where do we start?

Snake: That's what the Spy Unit's for, isn't it?

Campbell: Ah ha! You're catching on Snake. Let's deploy our Spy Unit right away. But where to send the spies... Well, that's up to you, Big Boss.

Snake: We'll also need some TNT.

Campbell: We're surrounded by military facilities. The supply depot and other likely places are bound to have some.

Snake: Okay. I'll go look for the TNT myself.

Campbell: Roger. Then let's get prepped for Operation: Diversion.

(after sending a spy to the Supply Depot and waiting half a day or longer)

A new report has arrived from the spy unit.

(after selecting Supply Depot report)

SUPPLY DEPOT

-- DIVERSIONARY OPERATION

"WE HAVE LOCATED A TRUCK ON  
THE PERIPHERAL ROAD. SOURCES INDICATE  
THAT IS AN IDEAL POINT FOR DETONATING  
AN EXPLOSIVE, THUS IGNITING AN ENEMY  
DIVERSION."

Campbell: We need to divert some of the guards away from the rail  
bridge. If we blow up a parked truck, I'm guessing at least a few of  
those guards will be sent to the supply depot as reinforcements. We  
need a nice, big fireball - that should grab their attention. Good  
luck!

SUPPLY DEPOT

[CALL]

Campbell: All right, this is a sabotage operation. Make sure you  
correctly identify the target position. And be careful with that TNT.  
Good luck.

(after blowing up the supply truck with TNT)

[CALL]

Campbell: OK, that about does it! Good work! Now hurry and get back to  
the truck!

STAGE SELECT

Campbell: You did it! Some of the guards on the bridge just left in a  
big hurry. OK, let's move on to the next target.

(after sending a spy to the Soviet Patrol Base and waiting half a day  
or longer)

A new report has arrived from the spy unit.

(after selecting Soviet Patrol Base report)

SOVIET PATROL BASE

-- DIVERSIONARY OPERATION

"WE HAVE LOCATED AN ARMORY IN THE  
SOUTHEASTERN QUADRANT OF THE BASE.  
IT IS A VIABLE POINT TO DETONATE  
AN EXPLOSIVE, CAUSING A DISTRACTION  
FOR ENEMY UNITS."

Campbell: Our diversion operation went exactly as planned. One of the  
guard units has already left its post. This is a good start. Let's keep  
it up. Our next goal is to blow up that armory over there. Let's give  
them some real fireworks this time!

SOVIET PATROL BASE

[CALL]

Campbell: All right, this is a sabotage operation. Make sure you correctly identify the target position. And be careful with that TNT. Good luck.

(after blowing up the armory with TNT)

[CALL]

Campbell: Looks like you've done it. Good work. We'll be waiting for you back at the truck. Head back here ASAP.

STAGE SELECT

Campbell: Yes! Another success. More guards are leaving the rail bridge. Let's keep it up! Time to pick the next target.

(after sending a spy to the Research Lab and waiting half a day or longer)

A new report has arrived from the spy unit.

(after selecting Research Lab report)

RESEARCH LAB

-- DIVERSIONARY OPERATION

"WE HAVE LOCATED THE CULTURE TANK THAT HOUSES THE CHILD SOLDIER. THIS IS A RECOMMENDED POINT TO DETONATE EXPLOSIVES IN ORDER TO DISTRACT ENEMY UNITS."

Campbell: Our distractions seem to be working. Two of the guard units on the rail bridge have already left their posts. A few more diversions like this, and the bridge is sure to empty out. This is a good start. Let's keep it up. Our next target is the culture tank where they keep the child soldier. Destroying the tank should also affect the child soldier's ability to heal himself. That should soften him up a bit.

RESEARCH LAB

[CALL]

Campbell: All right, this is a sabotage operation. Make sure you correctly identify the target position. And be careful with that TNT. Good luck.

(after blowing up the culture tank with TNT)

[CALL]

Campbell: Nice job! All you need to do now is get out of there. Have a safe trip.

STAGE SELECT

Campbell: BOOM! Ha-haa! Did you see the size of that explosion? The enemy's got to be pissing their pants by now. Security on the bridge is down to almost nothing. I'd say we've pretty much achieved our

objective. Of course, I wouldn't complain if you took out one more target...

(after sending a spy to the Town and waiting half a day or longer)

A new report has arrived from the spy unit.

(after selecting Town report)

TOWN - DIVERSIONARY OPERATION  
"WE HAVE LOCATED SEVERAL MILITARY  
TRUCKS - APPROPRIATE TARGETS TO  
SET EXPLOSIVES AND CAUSE AN ENEMY  
DIVERSION."

TOWN

[CALL]

Campbell: This is the last target on our list. We should be able to cross the rail bridge already, but it wouldn't be a bad idea to get rid of a few more enemy guards. The enemy should be tightening security about now, so keep your senses nice and sharp.

(after blowing up the first truck with TNT)

[CALL]

Campbell: Nice warm up, but let's skip to the grand finale! Aren't there any other military trucks we can blow up?

(after blowing up the second truck with TNT)

[CALL]

Campbell: Haha! That's what I'm talking about! Keep it up! Think you can find one more military truck to take out?

(after blowing up the last truck with TNT)

[CALL]

Campbell: Nice work. We'll be waiting for you back at the truck.

STAGE SELECT

Campbell: Excellent! There goes the last of them! That's four for four. The bridge is wide open now. Get ready to move out!

RAIL BRIDGE

[CALL]

Campbell: How's the guard situation on the bridge? Looking good, huh? Then all we need to do now is cross over. We're heading into the east side of the peninsula.

(after reaching the other side of the bridge)

[CALL]

Campbell: Excellent! We made it through without a scratch! Hurry, on to the harbor!

STAGE SELECT

Campbell: Based on what Snake said he heard from that female soldier, the thing we're looking for is at the harbor. Right now, we still don't have a clue what "it" is. It could have something to do with FOX's rebellion... In any case, the fact is we need every little bit of intel we can get. Sneak into the harbor and conduct a search as you see fit. Of course, you should still exercise caution. And be extra alert for any security - we can't rule out the possibility that this is a trap. I can't tell you how many times I've been sweet-talked by a broad into getting my ass kicked...

HARBOR

[CALL]

Campbell: Your mission is to investigate the harbor, based on the lead Elisa provided. And guys... Next time one of you tries to get a young chick to spill juicy info, make sure you get the damn specifics! Conduct a thorough search of the harbor. Campbell, out.

(Graphic Novel Cutscene)

(Snake and a fellow soldier sneak up and listen in on two men beyond. One is a deranged man in officer's uniform, while the other is a complete mystery - possessing a disfigured face and a truly imposing build.)

Deranged Officer: Freeze! Yankee dog... Keep your filthy paws off my collection!

???: Well, well... If it isn't Colonel Skowronski. I'd heard you were on the run. But to think a base commander such as yourself would be caught hiding in a place like this...

Skowronski: Shut up! You think you scoundrels can just do as you please in my base? As soon as my reinforcements arrive from Russia, we will crush you like the vermin you are! We will teach whose base this really is. The same goes for that bastard Gene as well!

???: Pathetic... Is it hard? Being an officer, that is, when no one follows your orders?

Skowronski: Silence!

(Colonel Skowronski begins shooting wildly at the mysterious man. When he stops, the bullets fall harmlessly to the floor from the man's body, completely frozen. Skowronski screams.)

Skowronski: What are you? You're a monster!

???: You try to kill a man, then call him "monster"? Such crude behavior.

(The mysterious man grabs Skowronski's gun)



Skowronski: Damn it!

(The gun begins to freeze in Skowronski's hands)

Skowronski: My arm!

???: I'd heard an intruder was lurking about here. And here I find I've come all this way... For nothing! I'd been hoping to see the face of an old friend. Wasn't I...? Snake? My raison d'etre! You... You're not worth killing. But I can't have you wandering around like this.

(The mysterious man puts Skowronski in a cage and freezes the lock shut.)

???: There, that should hold you.

Skowronski: How dare you put me in a cage like a cow...!

???: Be quiet. The lock should melt some time before you starve to death. Best to save your strength.

(The mysterious man leaves)

Snake: Python... You're alive...

Skowronski: Who... who's there?! Have you come back to kill me, Yankee dog? Guards, to my side! Eliminate the intruder! This is a direct order from Colonel Skowronski!

(Skowronski laughs as Snake looks on, perplexed)

Skowronski: You're not the same man as before. Do not worry. My orders fall upon deaf ears, anyway. Four weeks... It's been four weeks since that whelp Gene arrived here. And in those four weeks, everything has changed.

Snake: Aren't there any soldiers still loyal to you?

Skowronski: You must be joking. Wouldn't you like to know how, in just four weeks, that man was able to bring the entire peninsula under his control?

Snake: He announced he was building a mercenary nation, right? A country of soldiers...

Skowronski: Ha! A mercenary nation? Preposterous! This piper has them all dancing to his tune. But I won't be fooled. His methods are simpler. His tools lie deep in the hearts of all men: Greed, and that which lays beneath it... Fear! He simply reaches beyond the impenetrable wall that guards men's hearts... and then strikes! Strikes at their most vulnerable point. Fear! Yes, fear!

Snake: Fear...?

Skowronski: Compared with the fear that man brought with him, that puny weapon you carry is harmless. You have no idea... No idea how terrible that man truly is.

Snake: Fear, huh?

(Snake looks up at a crate above him, reading the markings)

Snake: Lavotchkin La-5... What's a World War II fighter doing here?

Skowronski: It is a part of my collection! Once the king of Russian fighters, it could hold its own against Focke-Wulf and the Messerschmitt.

Snake: Were you a fighter pilot?

Skowronski: Indeed I was. Yes... a fighter. If only I had a MiG... or a Sukhoi... I would riddle Gene's body with holes this very day. Somebody! Anybody... Bring me a plane! A plane!

(Skowronski laughs maniacally. Snake shoots the lock off his cage and leaves as the Colonel continues laughing.)

(End Cutscene)

[CALL]

Campbell: What a weirdo! Well, forget about Skowronski. Let's continue the search. Somehow I don't think that drunk was the thing Elisa wanted us to find.

(after spotting an odd crate in the ship)

Snake: Mm...? That's strange... That crate looks a bit out of place. It's labeled "MADE IN USA"... That's gotta be it! This is what she wanted me to find.

(after approaching the crate)

[CALL]

Snake: This is Snake. I found the crate they were keeping the prototype weapon in.

Campbell: How can you be so sure?

Snake: It reads "MADE IN USA" on the crate. They must have disguised it to make it look like it's headed for Vietnam.

Campbell: Interesting... So what's the problem?

Snake: I just checked some of the crates and... They're empty. The contents must have already been shipped out of the harbor.

Campbell: What? Are you saying this was all a wild goose chase?

Snake: Looks that way. But... there's one other thing that caught my attention.

Campbell: What, it's got the babe-of-the-month centerfold taped to it?

Snake: No... this isn't your bedroom we're talking about. They left a bunch of spare parts behind... HEAT rounds for a recoilless cannon, spare barrels for an M1919... and bulletproof armor close to five inches thick.

Campbell: Whoa, Snake... those sound like parts for a tank or an armored

vehicle. There's got to be some mistake. The new weapon the U.S. was developing was supposed to be able to hit every major city in Russia, right? It's got to be something along the lines of a ballistic missile or an aircraft.

Snake: I know that. But by the looks of the crate, it was definitely a land-based weapon. I'm sure of it.

Campbell: ...Something doesn't add up here.

Snake: We might be overlooking something important. I'll see what else I can find here.

Campbell: All right. Be careful, Snake.

[CALL]

Snake: Campbell?

Ghost: Heh heh...

Snake: Who is this?

Ghost: Oh, I'm sorry. I'd just heard a familiar voice and thought I'd say hello. I can't thank you enough for taking care of Volgin.

Snake: Volgin... at Groznyj Grad!?

Ghost: Yes. So you do remember.

Snake: Who are you...?

Ghost: Sorry, but I can't reveal my name just yet. For now you can call me "Prividyenie."

Snake: Prividyenie... Ghost.

Ghost: Hmh. Call me whatever you please. After all, a name is nothing more than a decoration. But more to the point. I was listening in on your conversation just now. You seem to have quite an interest in the prototype weapon.

Snake: You know something about it?

Ghost: Do you remember the Shagohod?

Snake: That monster that Sokolov built? It was a nuclear-armed tank that could fire a nuclear missile from the ground... Then you mean...!?

Ghost: At last you're beginning to catch on.

Snake: So the prototype weapon that Gene stole is a nuclear tank? But the Shagohod was only capable of firing a single intermediate-range ballistic missile. It couldn't possibly hit every major city in Russia.

Ghost: You're right. The old Shagohod could never do that. But America has already developed a working MIRV.

Snake: ...Multiple independently targetable re-entry vehicles. A single ballistic missile that carries multiple nuclear warheads, each capable

of striking a different target... That would let it hit multiple cities at once...

Ghost: Precisely. But MIRVs do have their weak points. Low accuracy. The high cost of deployment. And the inability to control them once they've been launched. The prototype that Gene stole is a nuclear tank developed by America to make up for these shortcomings.

Snake: A new type of nuclear tank?

Ghost: The new design travels along a ballistic trajectory that allows it to infiltrate the territory of any country in the world. No ABM system would be able to stop it. And as a nuclear launch platform carrying multiple-warhead missiles, it can penetrate any type of terrain and neutralize an enemy country all by itself, without requiring any support whatsoever.

Snake: They're going to strap the Shagohod to an ICBM and launch it into an enemy country? That's possible!?

Ghost: It would be impossible - for the Shagohod. But what if it were something smaller and more mobile... for instance, a walking tank? And what if you used a booster far more powerful than the Shagohod's, like the Saturn rocket they used to launch the Apollo Lunar Module?

Snake: A walking tank... Of course. At the same time Sokolov was developing the Shagohod... the Granin lab was developing a bipedal walking tank at Groznyj Grad... called Metal Gear... Ghost, are you Granin - the man who designed Metal Gear...? No... Granin must be dead. He was killed by Volgin.

Ghost: Granin... that name brings back memories. But go ahead and believe I'm Granin if you like.

Snake: So Metal Gear is actually a walking nuclear tank equipped with multiple small nuclear warheads?

Ghost: Exactly. However, it's still in the preparation stage. It's not ready to launch yet. What was stolen from America was only the Metal Gear vehicle itself. Gene intends to arm it with the Soviet-made warheads stored on this peninsula.

Snake: But can it use Soviet warheads? Oh, wait... the blueprints for Metal Gear were originally Soviet-made, too. ...I'm surprised they were able to smuggle something of that size out of America.

Ghost: They had a government official involved. He is said to be dead... ..but I'm guessing he is at an airport or other likely places, regretting what he has done.

Snake: All right. I got it. So if I take out the nuclear storage facility on this peninsula, we can prevent Metal Gear from being launched.

Ghost: I'll give you whatever help I can. Even if I am a ghost, it still doesn't feel right to let them launch Metal Gear into the Motherland.

Snake: OK. I'll believe you, Ghost.

Ghost: My frequency is 144.78. I'm counting on you to stop Metal Gear.

STAGE SELECT

Campbell: A man called Ghost... I'm not sure if we can really trust this guy yet, but those spare parts Snake found lend his story some credence. For now, we'll just have to take his word as fact. In any event, we know that this new "Metal Gear" weapon is just a frame. It hasn't been armed with nukes. If we can find the nuclear storage facility and render the nukes unusable, Metal Gear will be nothing but a pile of useless scrap, right? That settles it! Our next mission is to find the nuclear storage facility. Now that we're over the bridge and into the east side of the peninsula, there are a lot of areas we need to reconnoiter. Let's redeploy our spy units and start collecting intel on Metal Gear and the nuclear warheads. As for the Sneaking Unit... Why don't you go get us some more new recruits? By the way, do you know about the medical and technical units? As new recruits come in, try assigning some of them to the medical unit and the technical unit. They'll make your soldiers' wounds heal faster and develop new weapons and items for you. In the meantime, we'll be waiting for word from our spy units. Trust your men to do their job.

(after sending a spy to the Security Base and waiting half a day or longer)

A new report has arrived from the spy unit.

(after selecting Security Base report)

SOVIET SECURITY BASE

-- CLASSIFIED INFORMATION

"WE HAVE REPORTS OF THE EXISTENCE OF DOCUMENTS CONTAINING CLASSIFIED INFORMATION RELATED TO THE NUCLEAR STORAGE FACILITY. WITH THESE DOCUMENTS, IT IS BELIEVED THAT WE CAN DETERMINE THE LOCATION OF THE NUCLEAR STORAGE FACILITY.

Campbell: Snake! We did it! We finally found it! The map to the nuclear storage facility is in the Soviet security base! Go out there and get it for us!

SECURITY BASE

[CALL]

Campbell: The surest, swiftest way to prevent Gene from launching his nuclear strike is to keep the warheads out of his hands. To do that, we'll first need to discern the location of the nuclear warhead storage facility. That base is the center of the Red Army's security presence there. There's bound to be information in regards to key facilities throughout the peninsula. This is corroborated by intel we've received from our spy units. Conduct a search of the base and look for intel on the location where the warheads are stored.

(after retrieving Secret Documents)

Campbell: Mission objectives complete. Return to base. And make sure the enemy doesn't detect you along the way.

STAGE SELECT

Campbell: We were right. The document you brought back was a map to the nuclear storage facility. In order to stop Gene from using Metal Gear, we have to prevent the nuclear warheads from being transported out of that storage facility. Here's the bad news - we don't know which part to destroy - or how. If we stuck to protocol, we'd first gather some intel and then form a plan of action. But with reports of a transport team arriving to carry out the nukes, time is not a luxury we've got right now. Let's do this by the seat of our pants. Hurry and infiltrate the facility. I know it sounds suicidal, but it's our duty to interrupt the transport of those nukes. Let's do this!

WARHEAD STORAGE

[CALL]

We've confirmed the presence of a transport team - they're here to carry the warheads away. We're in a situation where every minute counts. Get in there and find a way to stop them from transporting those warheads. Good luck!

(after entering the first storage room)

Is this where they're storing the nukes? An alarm system is installed, and security is pretty tight...

(after entering the second storage room)

More alarms... But still no sign of the nukes.

[CALL]

Campbell: Have you found a way to stop those nukes from being transported? Those warheads have got to be pretty heavy. They must use an elevator or something to transport them out. Now this is only speculation, but if we could somehow put that elevator out of service, it just might prevent them from shipping the warheads. The best course of action would be to destroy the elevator itself, but if that's not possible, we can strike its power source as an alternative plan. Is there a machine room or something around there? If so, you might want to try blowing it up. Look for a machine room. It should be full of very large, heavy machinery. If I had to guess... I'd say the machine room would probably be in the basement. Go look for it!

(after reaching the machine room)

[CALL]

Campbell: What's the situation look like?

Snake: I've infiltrated what looks to be a machine room...seems like I could do something useful here. Any ideas?

Campbell: A machine room, eh... This is just a hunch, but I'm thinking it could be responsible for supplying most of the power to the facility. It probably provides the power used to run the elevator as well. You may be able to stop the elevator system by sabotaging that machine room. Cutting off the power source should make it impossible to move

those nukes.

(if you don't have any TNT)

Campbell: So destroy that room!

Snake: Easier said than done. None of our comrades here are carrying any TNT.

Campbell: Damn it. Get back to the truck and I'll have some TNT waiting for you.

Snake: On my way.

Campbell: And hurry!

(if you do have TNT)

Campbell: So plant those explosives of yours!

Snake: You got it.

(Graphic Novel Cutscene)

(Snake presses the detonator, but the TNT fails to explode)

Python: You should be more careful, Snake. The inner walls of this storage facility are more fragile than they look. With the way you planted that bomb, the blast would have been far too powerful. You would have ended up cutting off your own escape route. You're so focused on completing the mission that you neglected your own personal safety. Nasty habits are hard to kick, eh, Snake?

Snake: Python... You dismantled the bomb? But you couldn't have had enough time.

Python: Time? I had plenty. All I had to do was flash-freeze the detonator, and "poof"... ..no more explosion. Sure is hot in here...

Snake: Python... So you were alive all this time. What happened to your body?

Python: It has been a while, Snake... How long's it been since our last mission together? Nearly ten years? We were both so very young back then.

Snake: Yeah... When The Boss vanished... and I didn't know what the hell I was doing... you were there to save me. You were one of the few people I could always count on in battle. But I thought you were dead. You were wounded on that top-secret mission in Vietnam.

Python: Yes, I was. At one point I was within an inch of death. My body lost the ability to regulate its temperature. Left unchecked, it would rise continuously, uncontrollably! Eventually my body would literally burn itself up. Without this suit and its liquid nitrogen filling, I wouldn't be able to survive more than half a day. But this suit has also made me a superior soldier!

(the air around Python begins to freeze)

Python: Look! Look at this stage I control. Not even your famous CQC will work on me.

Snake: But, Python... why? You're a good man. Why join Gene's rebellion?

Python: It's my salvation, Snake. Do you have any idea why the CIA let me live this long? They're afraid of you. Snake. You're a legend. A hero. You bested The Boss! The CIA knows it, so they searched for a soldier strong enough to take you down if you ever betrayed them. They chose me. I'm the Anti-Snake, and I'm the one man who can break you!

(still frame of Python strangling a man)

Python: Ever since I came back to FOX, I've been sent to do nothing but wetworks, so as to keep my assassin instincts nice and sharp! Can you recall those you've killed in battle, Snake! I do! I have nightmares about them, nearly every night. They won't leave me alone!

(Python cocks his rifle)

Python: But I've spilled far too much by now to ever make amends. The nightmares end today!

Snake: Python, don't!

Python: I've been waiting for this moment. The moment when we could meet each other face to face on the battlefield as enemies. Snake, after I've killed you, my purpose will be fulfilled. Let's go!

(if you kill Python)

(Python lies prone on the floor)

Python: Amazing, Snake. I can see why... the CIA was afraid of you. Now I'll never have to take another life. Looks like I got my salvation after all. Remember this, Snake. I followed Gene because he promised redemption. But soldiers like us won't find redemption in the good of a nation or the hatred of an enemy. Soldiers need a hero. They need a man for whom they can gladly risk their lives. Can you bear the burden of knowing that you hold your men's lives in your hands, Snake? If not... you'll never beat Gene. Farewell, comrade.

Snake: Python!

(Python's body explodes, flinging Snake backward and destroying most of the room.)

(if you stamina kill Python)

(Python lies prone on the floor)

Python: Amazing, Snake. I can see why... the CIA was afraid of you. Now I'll never have to take another life. Looks like I got my salvation, after all.

Snake: That's enough, Python. No more talk.

(Snake falls on Python and presses his arms to Python's chest)

Python: What do you think you're doing, Snake?



Snake: I'm trying to keep the liquid nitrogen from leaking out of your suit.

Python: Don't do it, Snake. You can't. Your arms will freeze solid before --

Snake: Same Python as ever. The going gets rough, and he gets all hot under the collar.

Python: What?

Snake: You still owe me money from our last poker game. I can't have you dying on me yet.

(Python laughs)

Python: ...Here I am still watching your ass. Remember this, Snake. I followed Gene because he promised redemption. But soldiers like us won't find redemption in the good of the nation, or the hatred of an enemy. Soldiers need a hero. They need a man for whom they can gladly risk their lives. Can you bear the burden of knowing that you hold your men's lives in your hands, Snake? If not... you'll never beat Gene.

(Snake leaves with Python on his shoulder, wounded but alive)

STAGE SELECT

Just our luck. The enemy has already finished transporting the warheads. Meaning we were way off the mark.

Snake: I hate to admit, but you are right.

Campbell: But we can't give up. We still gotta prevent the launch.

Snake: We're running out of options though.

Campbell: We failed at stopping the transport of the nukes. The only option left is to destroy Metal Gear itself. I know that's a tall order, but in a way, you could say it has made our job a tad easier. Compared to transported warheads, Metal Gear is a much larger, more prominent target. There are only so many places it can be stored, and more people are likely to know its location. We need to find someone who was involved in the Metal Gear operation—a high-ranking officer, or maybe a maintenance crew guy. No doubt they'll have more information.

Snake: I see your point, but...

Campbell: I know. Assuming they've got information controls in place, it's more likely they don't have anything useful to tell us. But... right now, it's our only lead.

Snake: ... Come to think of it, Ghost mentioned a government official involved in the transportation of Metal Gear... ..Something about a guy who was stabbed in the back by the army and is reportedly dead.

Campbell: You sure he said that?

Snake: No matter how charismatic Gene is, he'd never get away with activating this state-of-the-art weapon inside another territory on his

own. He'd need to pull a few strings first, don't you think? And this official who helped Gene and then got tossed aside... If he's still alive... He'd probably know where Metal Gear is.

Campbell: ...Incredible, Snake. Of course! If anyone's got info on Metal Gear, it's Gene's silent partner in the government! How'd you figure it out?

Snake: I've had...experience with how these government types operate...

Campbell: Yes! I remember now. He did say something about how a government official was cowering in fear near a tarmac...

Snake: OK, let's focus on gathering intel. Can you think of any other likely places?

Campbell: Nothing comes to mind right now, no... We don't know where the airport is.

Snake: All right. We'll need to use our spy units a bit more to expand the scope of our intel network.

Campbell: Right. As much as Metal Gear sticks out like a sore thumb, we'll be here until next year if we have to search this whole place.

(after sending a spy to the Security Base or Warhead Storage Building)

A new report has arrived from the spy unit.

(after selecting Security Base/Warhead Storage report)

AIRPORT LOCATED

"PRIORITY! DIRECT VISUAL CONFIRMATION  
OF MULTIPLE MILITARY AND CIVILIAN  
AIRCRAFTS HAVE HELPED TO IDENTIFY  
THE LOCATION OF THE AIRPORT."

Campbell: We don't have nearly enough information on Metal Gear's whereabouts. You've got to collect more intel. According to the intel we received from Ghost, a group of senior government officials were spotted at the airport. This could be the chance we've been waiting for. As Metal Gear is directly involved in maintaining security on this peninsula, it wouldn't surprise me if they've been briefed on it. What do you say we go to the airport and see what they have to say?

AIRPORT

[CALL]

Campbell: This is the airport. We've only just discovered its location, and we know next to nothing about its internal layout. Conduct a careful search of the airport interior. Don't go barreling in. When you find a government official, get them to tell you what they know about Metal Gear.

[CALL]

Campbell: Oh, before I forget... do you know how to interrogate? Let's go over the interrogation process, just in case. You've practiced the chokehold before, haven't you? Unequip all weapons and approach your

target from the rear, then hold down the Square button to pin the target's arms behind them. Then, instead of tapping the Square button repeatedly to choke them, press the L button to interrogate them. You don't have to be barehanded to do this - you can also do it with a CQC enabled weapon such as a handgun or knife. Then just sit back and watch them spill their guts. That's all. Have at it.

(after interrogating the government official)

Government Official: The warheads were brought to the silo located east of the ravine!

[CALL]

Campbell: Nice job! All you need to do is get out of there. Have a safe trip.

STAGE SELECT

Campbell: From what this guy "Ghost" has been saying, the weapon we're chasing is a Metal Gear with intercontinental ballistic-launch capabilities. An ICBMG, if you will. And we have reports that the nuclear warheads were transported out of the storage facility and brought to the ballistic missile launch silo. We can't confirm whether any of this info is reliable, but the way I see it, we have to operate on the assumption that Metal Gear has already been moved to the launch silo.

Snake: There's no reason to doubt it, anyway.

Campbell: Exactly. And one more thing... The government official that we interrogated at the airport has given up the location of the silo...

Snake: ...

Campbell: Snake... I know what you're thinking, and I agree. Let's head to the silo.

SILO ENTRANCE

[CALL]

Campbell: We're 99% sure the ICBMG has been transported to that ballistic missile launch facility. Now's our chance to pinpoint its exact location. So do a full sweep of the area and try to find the entrance to the underground complex. Stay on your toes.

(after reaching the goal)

(Graphic Novel Cutscene)

(Snake and a fellow soldier are standing in front of a man flanked by two men, held in bonds.)

Intercom: Intruder detected. Releasing Perfect Soldier. Number [Null], take him into custody.

(The bonds are released, revealing a pale-skinned man with a ninja mask over his lower face. This is the man from the culture tank - Null, the Perfect Soldier.)

Snake: So, this is Null... The Perfect Soldier.

(Snake fires off two groupings of shots at Null, but both sets are deflected by Null's machete. Null flips over Snake and slashes in front of his face, landing on his other side.)

Snake: What is this guy...?!

(after defeating Null)

(Snake and Null are standing opposite one another with weapons at the ready, with Null panting heavily)

Null: ...Why? Why do you still live?

Snake: What the hell's he talking about?

Null: No man can meet the Perfect Soldier in battle and survive. But you won't die. Why!?

(Null dives toward Snake, slashing at him as Snake dodges away)

Snake: These moves... I know these moves... It was in...

(the image of a small boy with a knife is shown)

Snake: Mozambique!

(Null places his hands on his head and screams. A door opens and a group of soldiers run in unexpectedly, being led by Lt. Cunningham.)

Cunningham: Stay right where you are, Snake. Hey, you've been quite a handful, I'll give you that.

(Cunningham takes the butt of his rifle and hits Snake with it, knocking him out.)

Cunningham: Good work, Perfect Soldier. Your mission is complete.

(Null stands hesitantly over Snake.)

Cunningham: Your mission is over, Null. At ease.

(Null lowers his weapon.)

Cunningham: Only a puppet, after all...

STAGE SELECT

Campbell: We've lost contact with Snake... I hate to imagine what might have happened to him. But Snake's a legend - he's Big Boss. He wouldn't let himself get killed that easily. I... I know he wouldn't.

Soldier: I'm with you, Campbell. We've gotta save him.

Campbell: Right. We'll start by searching for his whereabouts. It hasn't been that long since he disappeared. I think the best approach would be to focus our search on his last known whereabouts.

Soldier: But we won't get anywhere by just hunting aimlessly...

Campbell: Exactly. So we've got to be aggressive. Interrogate any enemies you find there and try to squeeze some info out of them.

Soldier: Right. We're on it.

SILO ENTRANCE

[CALL]

Locate Snake's whereabouts by interrogating the enemies you encounter. You'll run a greater risk of being spotted, but we won't gain anything simply by searching the area at random. Stay sharp.

(after interrogating the enemy officer)

Officer: They... They took some guy named Snake over to the guest house!

[CALL]

What? You found a clue to Snake's whereabouts? Fantastic! OK, return to the truck immediately. Then we can discuss the best course of action.

(Graphic Novel Cutscene)

(Snake is in a small cell tied to a chair. Gene and Lt. Cunningham are standing over him.)

Gene: Looks like you've done quite a number on this one. Intel extracted via physical torture is unreliable. It has always been my understanding that a skilled interrogator doesn't have to resort to inflicting pain on his... subject.

Cunningham: You're right, Commander. But it all depends on the time and the place. This man used to be a member of FOX. For him, this doesn't even qualify as torture. I was simply saying hello.

Gene: I see. As a fellow FOX, you know his limits. Still, it's not easy getting information out of him... is it, Cunningham?

Cunningham: Ah, he is a tough one, I'll give him that. But his resilience will be his undoing. This time, I'll get the location of the remaining Legacy for sure.

Gene: Can you do it?

Cunningham: It's not part of my normal regimen, but there is a way.

Gene: Drugs? Truth serum won't work on a member of FOX.

Cunningham: While he was away from the battlefield, they developed a new formula.

Gene: Confessions extracted via truth serum can't be trusted, more so if you're using a stronger formula. He could fall apart before you even have the chance to question him. You know that as well as I. Why the hurry, Cunningham?

Cunningham: It seemed the ideal way to handle it... from an efficiency

perspective.

Gene: All right, then. But I want to talk to him first.

Cunningham: Be my guest. Truth serums also have an anesthetic effect. If I use it before he recovers his strength, I can't make him hurt. Let's let him taste the fear a little while longer.

(Cunningham exits. Gene turns to Snake.)

Gene: You've been awake all this time? You'd make a formidable opponent. I can see now why you've inherited the title of Boss. And yet you are troubled. Who are you loyal to? Why do you fight? What is a country? A soldier? Have you lost sight of these things? That's why you retired from FOX. But here you are back on the battlefield. Once you've inherited the soul of a warrior, you can never leave the battlefield.

(Gene laughs.)

Gene: Allow me to share a story. This whole business about stealing Metal Gear... It was all a setup from the beginning. The idea was the CIA's. They were planning to give the American-developed Metal Gear to the Russians. Giving the enemy a new weapon of their own design. And do you know why?

Snake: Enlighten me.

Gene: To prolong the Cold War. The failure of its planned economy has left the Soviet Union's finances in shambles. On top of that, thanks to the Boss' work six years ago, they lost the Philosopher's Legacy. The Russians can no longer sustain the massive military spending demanded by the Cold War. And now America, in addition to acquiring the Legacy, has succeeded in deploying MIRVs in battle, and is moving to cement her military superiority through the ongoing Strategic Arms Limitation Talks. At this rate, the global balance of power will soon collapse, and before long, the Cold War will have ended. And when that happens, the CIA's importance will have diminished - considerably.

Snake: The CIA is giving Metal Gear to the Russians to maintain the balance of power?

Gene: Metal Gear is a weapon far more advanced than any MIRV. It would be a most valuable trump card for Moscow, one that would render SALT irrelevant. The world would move away from compromise and accommodation... and once again split into two. The age of soldiers and spies would continue. FOX's orders from the CIA were not to guard Metal Gear during transport, but to steal it and then pretend to defect to the Soviet Union. A clever plan on the part of the CIA, all designed to protect its organizational interests.

Snake: No... no way... I don't believe it.

Gene: This is what you call your "country."

Snake: So that's why you staged a rebellion.

Gene: I will create a world I desire. Just as soldiers have need of talented officers, men have need of talented leaders. Leaders capable of granting guidance to the world. I was created for that purpose.

Snake: Created?

Gene: Have you heard of the Successor Project?

Snake: ...No.

Gene: It was a top-secret experiment conducted by the U.S. government. Its goal - to create the ultimate battlefield commander. The skills to wage war. The aptitude for strategy. The endurance to return from battle alive. And the charisma to overwhelm and master the hearts of soldiers.

Gene (echoing): My voice is endowed with a special power.

Gene: Another product of the Successor Project. And the soldier they chose as the model leader was none other than the legend herself, The Boss.

Snake: The Boss...?

Gene: I received these gifts. I inherited them. Snake... You inherited the title of Boss. You were her last disciple. You and I are like brothers. And as such, I couldn't possibly kill you now. Make yourself comfortable, "brother", for you're about to witness the creation of my new world.

(Gene exits Snake's cell, closing the door behind him.)

(End Cutscene)

STAGE SELECT

Campbell: Listen up, everyone. Our interrogation of the enemy has produced information on the location where Snake is being held. He's currently in the guest house. We'd go out and rescue him immediately, but unfortunately we're unable to ascertain the exact location. As a facility used by high-ranking dignitaries, the location of the guest house is a well-kept secret. It's quite possible that none of the enemies we interrogated even know its exact location. And it's not marked on any of our maps, probably for the same reason. So for the time being, we're making finding the location of the guest house our number one priority. You might want to try interrogating people who are regular visitors to the guest house - government official, high-ranking officers. It may also be a good idea to expand the scope of our spy units' reconnaissance. In any case, we've got to find that guest house! If anybody has any bright ideas, let's hear them!

-from here you can send a spy to either the Rail Bridge or the Town

(if you send a spy to the Rail Bridge and wait half a day or longer)

A new report has arrived from the spy unit.

(after selecting Rail Bridge report)

RAIL BRIDGE - MAP FOUND

"SOURCES INDICATE THAT A MAP SHOWING THE ROUTE TO THE GUEST HOUSE HAS BEEN PROVIDED TO THE RAIL BRIDGE SECURITY GUARDS."

Campbell: We've got to find out the location of that guest house. Extract the location of the guest house from the guards on the rail bridge. Interrogate the enemy while they're on patrol. They must have some information we can use. Give it everything you've got-show them no mercy. Get to it.

RAIL BRIDGE

(Graphic Novel Cutscene)

Gene (on the phone): It's me. Somehow I knew it would be you. ...Yes, negotiations with the Kremlin were a success. They won't interfere with what's about to happen. I must thank you for all your help. When they saw the trajectory data for Metal Gear, they knew that this was no bluff. The CIA must be in a state of total panic about now. All part of your plan, I presume? Tell me something, though... You couldn't possibly have obtained the data on your own, could you? There must be someone backing you. Who is it? Never mind...I've got a fairly good idea who it is. The man with the same codename as Null... But you do realize you're betraying your employer, don't you? Just what is it you've got in mind? You're not using me, are you? No matter. We'll meet again... in a new world, one of my own creation. Until then, my friend... Ocelot.

(Gene hangs up. Two soldiers hurriedly barge into the room.)

Gene: What is it? What's happened?

Soldier: P-pardon us, sir! But the Perfect Soldier... He's...!

(Null charges into the room, slicing through both screaming soldiers as he enters.)

Ursula: Null...

Gene: What's the meaning of this?

Null: I must complete my mission.

Gene: Stand down, Null.

Null: Not yet. He lives. I have not completed my mission.

Snake: You mean Snake? He's been captured. Your mission is complete. Stand down, Null.

Null: No. Why won't you die, Snake!?

(Null slices through more surrounding soldiers. Ursula moves to intervene but Gene restrains her with his arms and steps forward himself.)

Null: Out of my way. I'll kill him! I must kill him... I must... kill!

(Null slashes at Gene, but Gene makes an impossibly fast dodge and lets loose a flurry of knives, puncturing his hands and knees. Gene then strikes Null, sending him flying.)

Gene (echoing): You will follow my orders, Perfect Soldier. I am your commander.



Gene: Take him to the preparation chamber.

(Soldiers carry Null out of the room, followed by Ursula.)

Gene: The Perfect Soldier has his memory reset after every mission. And yet, after a single skirmish, you managed to instill such strong emotions in him. Snake...

(End Cutscene)

[CALL]

Campbell: The guards on the bridge know the location of the guest house where Snake is being held. We're going to get that information out of them. Interrogate the enemy. Don't go easy on them - rough them up if you have to. Just get that information! Snake is counting on us, understood? Go secure the location of that guest house. NOW. Give 'em hell!

(after retrieving the map)

[CALL]

Campbell: You got the map? Excellent! Nice work! OK, you're done there. Get back to the truck immediately!

(Graphic Novel Cutscene)

(Snake is lying prone in his cell, being guarded by one soldier. Elisa, with a tray in her hands, approaches the cell.)

Elisa: Hi there. I brought you some dinner. And some for the prisoner, too.

Guard: Thank you! Awfully nice of you to come all this way just to bring me a meal...

Elisa: Don't mention it. Say, mind if I talk to the prisoner for a little while? I want to meet the man who fought the Perfect Soldier and lived to tell about it. Don't mind me, just enjoy your supper.

Guard: Huh...? But...

Elisa: Please try to understand. When a girl's life is on the line, sometimes she longs for a strong man.

Guard: Uhh... ...Go ahead.

Elisa: Can you do me a favor and look the other way for a while?

(The guard leaves and Elisa enters the cell)

Elisa: Looks like you've really been through the ringer, Snake. But I'm glad to see you're alive. I never thought you'd actually survive a fight with Null. Let's see if we can't get you patched up.

(She looks down at Snake, who is very apparently naked.)

Snake: Uhh...

Elisa: Oh! Eat your dinner. Don't worry, it's not drugged or anything.

Elisa (whispering): Don't move, Snake. And keep quiet, OK?

(Elisa embraces Snake)

Elisa: Can you hear me?

Snake: Is this telepathy?

(Elisa: Shh.)

Elisa: Not so loud. Just be quiet and listen. I don't have enough power to talk for very long. Gene has begun preparations for Metal Gear's ballistic launch. He's given the orders to start loading the nuclear warheads.

Snake: What?! It's still too early. Did the negotiations break down?

Elisa: I don't know. Not even Ursula and I can know what's running through Gene's mind. As to why he's negotiating with both the U.S. and the Soviet Union... your guess is as good as mine. I think he may be preparing to use Metal Gear right now - no matter how the talks turn out. But I can't stop him... Not by myself. Not while he has Ursula on his side. You're the only one I can count on. They've probably taken Metal Gear from the harbor to the assembly plant so they can load the warheads. If you destroy it now, you can at least prevent Gene from launching a nuclear attack.

Snake: Why are you telling me this?

Elisa: I saw a vision of you destroying Metal Gear. My premonitions don't always come true, but I do know that you've got a chance to prevent nuclear holocaust.

Snake: Can you get me out of here?

Elisa: Not right now. Be patient. Your luck will change soon.

Snake: Well, that makes me feel better. I'm practically smiling... on the inside.

Elisa: All good things come to those who wait.

(Elisa lets go of Snake and begins panting roughly. The guard returns.)

Guard: OK, Chief, uh, time to wrap it up...

Elisa: Huh? Oh, sorry.

(Elisa winks at the guard)

Elisa: I guess I got a little too into it.

Guard: Into it...?

Elisa: This is our little secret, okay? Don't tell anybody.

(Elisa turns to Snake as she leaves)

Elisa (whispering): Please, Snake. You have to believe.

(End Cutscene)

-skip to STAGE SELECT

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(if you send a spy to the Town and wait half a day or longer)

A new report has arrived from the spy unit.

(after selecting Town report)

TOWN - GOVERNMENT OFFICER SIGHTED  
"WE HAVE SIGHTED THE GOVERNMENT  
OFFICIAL IN THE TOWN."

Campbell: We've got to find out the location of that guest house. However, according to intel we've since received from our spy unit, the government officials in the town may possess information on how to get to the guest house. Try interrogating some government officials. Show them no mercy.

TOWN

(Graphic Novel Cutscene)

Gene (on the phone): It's me. Somehow I knew it would be you. ...Yes, negotiations with the Kremlin were a success. They won't interfere with what's about to happen. I must thank you for all your help. When they saw the trajectory data for Metal Gear, they knew that this was no bluff. The CIA must be in a state of total panic about now. All part of your plan, I presume? Tell me something, though... You couldn't possibly have obtained the data on your own, could you? There must be someone backing you. Who is it? Never mind...I've got a fairly good idea who it is. The man with the same codename as Null... But you do realize you're betraying your employer, don't you? Just what is it you've got in mind? You're not using me, are you? No matter. We'll meet again... in a new world, one of my own creation. Until then, my friend... Ocelot.

(Gene hangs up. Two soldiers hurriedly barge into the room.)

Gene: What is it? What's happened?

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Ursula: Null...

Gene: What's the meaning of this?

Null: I must complete my mission.

Gene: Stand down, Null.

Null: Not yet. He lives. I have not completed my mission.

Snake: You mean Snake? He's been captured. Your mission is complete.  
Stand down, Null.

Null: No. Why won't you die, Snake!?

(Null slices through more surrounding soldiers. Ursula moves to intervene but Gene restrains her with his arms and steps forward himself.)

Null: Out of my way. I'll kill him! I must kill him... I must... kill!

(Null slashes at Gene, but Gene makes an impossibly fast dodge and lets loose a flurry of knives, puncturing his hands and knees. Gene then strikes Null, sending him flying.)

Gene (echoing): You will follow my orders, Perfect Soldier. I am your commander.

Gene: Take him to the preparation chamber.

(Soldiers carry Null out of the room, followed by Ursula.)

Gene: The Perfect Soldier has his memory reset after every mission. And yet, after a single skirmish, you managed to instill such strong emotions in him. Snake...

(End Cutscene)

[CALL]

Campbell: That government official we spied on in the town has got to know the location of the guest house where Snake is being held... And we're going to get the information from him. Interrogate that official. Don't go easy on him-rough him up if you have to. Just get that information! Snake is counting on us, understood? Go secure the location of that guest house. NOW. Give 'em hell!

(after interrogating the government official)

Government Official: The guest house? It's across the rail bridge, near the sea.

[CALL]

Campbell: Were you able to wring the guest house location out of him? Excellent! Nice job! OK, you're all done there. Hurry up and get back to the truck!

(Graphic Novel Cutscene)

(Snake is lying prone in his cell, being guarded by one soldier. Elisa, with a tray in her hands, approaches the cell.)

Elisa: Hi there. I brought you some dinner. And some for the prisoner, too.

Guard: Thank you! Awfully nice of you to come all this way just to bring me a meal...

Elisa: Don't mention it. Say, mind if I talk to the prisoner for a little while? I want to meet the man who fought the Perfect Soldier and lived to tell about it. Don't mind me, just enjoy your supper.

Guard: Huh...? But...

Elisa: Please try to understand. When a girl's life is on the line, sometimes she longs for a strong man.

Guard: Uhh... ...Go ahead.

Elisa: Can you do me a favor and look the other way for a while?

(The guard leaves and Elisa enters the cell)

Elisa: Looks like you've really been through the ringer, Snake. But I'm glad to see you're alive. I never thought you'd actually survive a fight with Null. Let's see if we can't get you patched up.

(She looks down at Snake, who is very apparently naked.)

Snake: Uhh...

Elisa: Oh! Eat your dinner. Don't worry, it's not drugged or anything.

Elisa (whispering): Don't move, Snake. And keep quiet, OK?

(Elisa embraces Snake)

Elisa: Can you hear me?

Snake: Is this telepathy?

(Elisa: Shh.)

Elisa: Not so loud. Just be quiet and listen. I don't have enough power to talk for very long. Gene has begun preparations for Metal Gear's ballistic launch. He's given the orders to start loading the nuclear warheads.

Snake: What?! It's still too early. Did the negotiations break down?

Elisa: I don't know. Not even Ursula and I can know what's running through Gene's mind. As to why he's negotiating with both the U.S. and the Soviet Union... your guess is as good as mine. I think he may be preparing to use Metal Gear right now - no matter how the talks turn out. But I can't stop him... Not by myself. Not while he has Ursula on his side. You're the only one I can count on. They've probably taken Metal Gear from the harbor to the assembly plant so they can load the warheads. If you destroy it now, you can at least prevent Gene from launching a nuclear attack.

Snake: Why are you telling me this?

Elisa: I saw a vision of you destroying Metal Gear. My premonitions don't always come true, but I do know that you've got a chance to prevent nuclear holocaust.

Snake: Can you get me out of here?

Elisa: Not right now. Be patient. Your luck will change soon.

Snake: Well, that makes me feel better. I'm practically smiling... on the inside.

Elisa: All good things come to those who wait.

(Elisa lets go of Snake and begins panting roughly. The guard returns.)

Guard: OK, Chief, uh, time to wrap it up...

Elisa: Huh? Oh, sorry.

(Elisa winks at the guard)

Elisa: I guess I got a little too into it.

Guard: Into it...?

Elisa: This is our little secret, okay? Don't tell anybody.

(Elisa turns to Snake as she leaves)

Elisa (whispering): Please, Snake. You have to believe.

(End Cutscene)

STAGE SELECT

Campbell: We've learned the location of the guest house where Snake is being held captive. The next step is to go there, sneak inside, and execute a rescue operation. Security will be tight, but we can't let that stop us. We're going to bring him back! Everybody with me?

GUEST HOUSE

[CALL]

Campbell: OK, this is the guest house. Quickly make your way inside and search for Snake's location. Do NOT let the enemy see you. We need Snake in order to destroy Metal Gear. And he needs us to save him. Let's bring him back alive!

(Graphic Novel Cutscene)

(Two soldiers free Snake from his cell, untying his bonds. One of these soldiers is Jonathan, the first soldier recruited by Snake)

Snake: You came to save me? You didn't even know if I was still alive. Why'd you put yourself in danger like that?

Jonathan: Because you're our Boss. Besides... we knew you wouldn't let yourself get killed in a place like this.

Snake: But...saving me's not gonna...

Jonathan: We need you. Don't forget that, Snake.

Snake: All right, let's get out of here. I know where Metal Gear is. Our business here is finished.

Jonathan: Roger that, Boss. There's a passageway up ahead that's only lightly guarded.

(Snake and his men make their way through the passage. As they emerge, they are ambushed by Cunningham, who is atop a hovering platform.)

Cunningham: End of the line, Snake! These are capable men you lead, Snake. I never thought a FOX agent - a specialist in solo sneaking missions, no less - would have his comrades come rescue him. My mistake. You nearly slipped through my fingers. I must remember to thank Ursula.

Snake: Ursula... the precog working for Gene.

Cunningham: She's a mystery to me, but she does have her uses. Anyway. Now that we're both here, we can get on with the questioning. The Legacy - where is it? I know you stole the KGB's half, now tell me where it is!

Snake: The KGB? What are you talking about?

Cunningham: Still playing at denial. Have it your way! Your men die by my hand - one by one - until you change your mind!

(Cunningham shoots one of Snake's men)

Snake: Stop!

Cunningham: Where is the Philosopher's Legacy? Where is it?

Snake: I don't know!

(Cunningham shoots the other soldier)

Snake: Stop it! I don't know anything! I swear!

Cunningham: You're lying! You must know where the Legacy is. The Pentagon told me --

Snake: The Pentagon? Why are you so concerned about what's happened to the Legacy, Cunningham? What's your stake in this?

Cunningham: Enough! You'd better start giving me some answers. Or else!

(A truck comes barreling into the complex, slamming into guards as it goes.)

Guard: What the?!

(The truck crashes into Cunningham's hovering platform, sending him flying, and then stops near Snake and his men. The driver is Elisa.)

Cunningham: You!

Elisa: Snake, get in!

Snake: Elisa? Why are you...?

Elisa: Hurry!

(Snake is holding a wounded soldier in his arms.)

Soldier: G... go on without me, Boss... hurry...

Snake: Quit your whining. The bullets went straight through. Now get up!

(Snake and his men get into the truck.)

Cunningham: Don't just stand there! Stop them!

(The guards begin to fire on the escapees)

Snake: OK, step on it!

(The truck roars forward and crashes through the gates as Cunningham's men fire. In the next scene, the truck stops at the camp of Snake's resistance. Campbell is there to meet them.)

Snake: Looks like we shook them off.

Campbell: Yeah. Glad to see you're still in one piece, Snake.

Snake: How's our wounded?

Campbell: Well, I'm not the world's best field medic, but his condition looks stable.

Snake: Good.

Campbell: I thought you specialized in solo missions. But it looks like you can lead a squad, too.

Snake: Knock it off.

Campbell: Hey Snake... who's the dame?

Snake: This is Elisa. She helped us escape.

Campbell: You got one of Gene's soldiers to join our side?

Campbell (whispering): Just out of curiosity, how did you manage to get a girl like this? Don't you think she's a little young? I mean, another five years and she'll be a real knockout of a woman, but...

Elisa: Let's go, Snake. We should check on the location of the plant while it's still dark out. The lights should tell us exactly where it's located.

Snake: Right. You lead the way.

(Snake and Elisa walk alone through a wooded path)

Snake: Elisa... about what Campbell was saying.

Elisa: You mean about waiting another five years?

Snake: That's not what I meant. I mean the reason why you betrayed Gene and saved me. You never told me.



Elisa: Haven't I already explained this to you? I want you to destroy Metal Gear.

Snake: I thought you were loyal to Gene.

Elisa: I thought so, too... at first. Even now I'm still grateful to him. In East Germany Ursula and I were used like guinea pigs -- he saved us from that. But the Communists, the Americans... they're all the same. All the military wanted was to know the secret of our ESP. They only wanted us so they could use our ESP in war. So, once again, I ran away with Gene.

Snake: Then why did you end up betraying him?

Elisa: It was the nukes... No one should ever be allowed to use nuclear warheads. Not ever. I'm a victim of the atomic bomb, Snake. My parents were nuclear physicists working in the Soviet Union. There was an accident, at the Kyshtym facility, and they were killed in the ensuing explosion.

Snake: Kyshtym... The nuclear disaster in the Ural Mountains.

Elisa: Yes. And Ursula and I suffered the aftereffects. It still haunts me in my dreams. I see my parents dying in the explosion. I see the ashes of death falling from the sky. Soon afterwards we gained our abilities. Right after we were sent back to our country.

Snake: I've been exposed, too. The tests at Bikini Atoll...

Elisa: I know. Somehow, I could tell.

Snake: Is that why you saved me?

Elisa: Perhaps. I think I probably wanted to leave some hope for the future. With this body, I'll never be able to have children of my own. So instead, I'm placing my hopes in you.

Snake: Why me?

Elisa: I just think you'll make a great father someday...

Snake: Elisa, I'm sorry, but... I'll never be a father.

(Snake and Elisa approach the perimeter of a large facility)

Elisa: This is the place. We should be able to see the plant's location from here.

Snake: So that's where they're storing Metal Gear?

Elisa: I think so...

Snake: Something's not right -- it's pretty late at night for them to still be working. It might be worth checking out.

Elisa: Right. And Null's still undergoing readjustment. With me gone, it'll take a few days to get him prepped. Now's our chance.

Snake: Then the only thing we have to look out for is Cunningham.

Elisa: No. Gene is the one you should really be afraid of. The Successor Project was designed to produce a battle commander capable of commanding the Perfect Soldier. I've never actually seen Gene fight, but I think his reflexes may even be faster than Null's. And his battle technique is patterned after The Boss herself.

Snake: Must have taken some guts to turn on him. Aren't you afraid?

Elisa: Yes. But... I believe in you, Snake. My sister foresaw you plunging the world into fear. I foresaw you stopping Metal Gear. It was the first time in our lives our visions weren't one and the same. I believe in you.

Snake: We'd better get back. Once we catch our breath, we're heading straight for the plant.

(End Cutscene)

STAGE SELECT

Campbell: Everybody, Snake is back! And he's still in one piece.

Snake: Thanks everyone for the rescue effort.

Campbell: Hey, forget about it. No need to thank us. We're just glad to have you back.

Snake: ...

Campbell: And to top it off, I've got some more good news. Thanks to the info passed to us by the dame... I mean Elisa, we've finally discovered the whereabouts of Metal Gear. It's being loaded with nuclear warheads in the plant right now, and is in an extremely vulnerable state. This could be our one and only chance to mount an assault.

Snake: Exactly. We need to infiltrate that plant NOW.

Campbell: Right. Let's get going.

PLANT

[CALL]

Campbell: OK, this is it everybody. At this moment, they're loading the nuclear warheads onto Metal Gear inside the plant. Security is extremely tight... No surprises there. This thing is Gene's trump card. But look at it this way: if we destroy Metal Gear, we win - a powerful asset in clearing Snake's name of any involvement in the rebellion. Find a way to get close to Metal Gear, and stay out of sight. It's showtime!

(Graphic Novel Cutscene)

(Snake and Elisa stand before Metal Gear)

Snake: So this is Metal Gear...

Elisa: OK, let's hurry up and plant these bombs.

(Helicopters suddenly descend from the sky and land, heralding a platoon of soldiers being led by Gene.)

Gene: You're not getting away from me this time, Snake.

Snake: Gene!

(Snake and Elisa are held at gunpoint by Gene's men. The Metal Gear begins to move.)

Snake: Metal Gear!

Elisa: But who...?

(The Metal Gear aims and fires on Gene and his men, killing everyone in Gene's vicinity except Gene himself, who avoids the bullets without appearing to move. The man inside Metal Gear is Colonel Skowronski.)

Skowronski: Missed... But what power... With this weapon, no one will make an exile of me. Watch you worthless turncoats! Watch as I teach this rabble-rouser a lesson! Get out, you intruders. This base is mine!

Snake: It's him...

Elisa: Colonel Skowronski!?

(Metal Gear's guns abruptly halt.)

Skowronski: Damn it! Why? Why won't it move?!

(Snake dashes across the field up to Gene and quickly holds him at gunpoint.)

Snake: Freeze, Gene. Kind of an anticlimactic way to end it, huh? That's your trump card? Tell your men to throw down their weapons.

(Gene laughs.)

Gene: Trump card? You certainly put on a great sideshow, Snake. Even I didn't see Skowronski coming. As a token of my appreciation, allow me to share with you my true trump card.

Snake: What?

Gene: Wake up, Ursula!

(Elisa freezes and begins to struggle immensely. Unearthly sounds begin to resonate in the air.)

Snake: Elisa!?

Elisa: No... Ursula, don't! Snake, shoot me!

Snake: ...Elisa? What are you talking about!?

Elisa: Hurry, Snake! You have to shoot me before Ursula awakens! Shoot now! If you don't... I'll... I'll...

(Elisa screams.)

Ursula: I'll kill you, Snake. Kill you before you spawn your accursed snake children.

(Snake is struck by a mysterious force, knocking him to the ground.)

Snake: Psychokinesis...

Gene: Ursula and Elisa were originally one personality. But in the process of artificially augmenting her mental powers, they split into two. Ursula gained the greater powers at the expense of her emotions. That Metal Gear may only be an incomplete prototype, but dear Ursula more than makes up for its shortcomings.

(The Metal Gear roars to life again, screeching like an animal as it does. Skowronski is thrown from the cockpit.)

Snake: How does it move like that!? It's like it's not a machine at all!

(Ursula descends from the air into the cockpit.)

Snake: Elisa! Stop!

(End Cutscene)

(after defeating Metal Gear)

(Graphic Novel Cutscene)

(Metal Gear begins to explode. Ursula/Elisa screams.)

Snake: Elisa! Get out of there!

(The Metal Gear completely explodes and is destroyed.)

Snake: Elisa... I'm sorry...

Guard A: He beat Metal Gear...

Guard B: Metal Gear, done in by a flesh-and-blood human being... So that's Big Boss.

Guard C: It's all over. Our nation will never be built...

(Guards throw down their weapons.)

Gene: Wonderful! Only you could have destroyed RAXA with Ursula at its helm. I can see now why you caught Ocelot's eye.

Snake: Major Ocelot from GRU? What does he have to do with this?

(Gene laughs.)

Gene: I like you, Snake. You're a fascinating man.

Snake: Enough! It's over, Gene. I destroyed your Metal Gear. You can't blackmail the world with nuclear attack anymore. Give it up. You're finished.

Gene: You destroyed my Metal Gear? Why Snake, whatever do you mean?

Snake: What?

(Snake's radio rings. Snake answers.)

Snake: ...Ghost? This isn't a good time.

Ghost: Snake, it's not over! Not yet! That wasn't the ballistic launch Metal Gear. That was Metal Gear RAXA, produced for performance evaluation. It was a test model!

Snake: Test model?

(Ghost has been emerging in person as he talks. It soon becomes apparent that he is Sokolov, the rocket scientist from Metal Gear Solid 3)

Snake: Sokolov! You're alive! Of course! So you're the Ghost. You designed the Shagohod, so naturally you'd know about Granin's Metal Gear too... That's why!

Gene: Ah! So it was you who was feeding Snake information, Sokolov. Of all people, I never thought you would betray me.

Sokolov: ...Yes, you did rescue me from that prison camp in Russia. Thanks for you, I was reunited with my family... for a little while, at least. I will always be grateful to you for that... But launching Metal Gear into Russia - that I cannot condone. I simply could not bear to see my own creation turned against the Motherland.

Gene: And so you collaborated with Snake? Sokolov, you designed the world's first nuclear-armed tank... You're a rocket scientist. You defected to the United States and participated in the development of Metal Gear. Surely you must have known that one day it would be used against the Soviet Union.

(Sokolov is left speechless. Above, helicopters are transporting a large machine - Metal Gear.)

Snake: ...That's the real Metal Gear!?

Gene: Yes. RAXA was a decoy. Ursula bought us plenty of time.

Snake: Gene, stop!

Gene: Shoot me if you like, Snake. But ask yourself this: are you worthy enough to pull the trigger? You've inherited the title of Boss, yet you've never stopped to think about the future you want to see!

Snake: What?

Gene (echoing intensely): Soldiers, hear my words! The Cold War will soon be over. For the United States and the Soviet Union no longer have the strength or authority to shape the world as they seem fit. Even as America sinks deeper into the quagmire of the Vietnam War, her allies in the West have achieved tremendous economic growth. And with the collapse of its planned economy, Russia can no longer keep up with the financial demands of her vast army. But the end of the Cold War does not mean that peace will follow. Freed from the domination of the

world's superpowers, nationalism will soon be the driving force behind global politics. And the ever-widening gap between rich and poor will fan the flames of hatred between nations. Nuclear weapons will slip from the superpowers' grasp and spread throughout the world. Soon no one will know when or where the nukes will come from. Today's ally may be tomorrow's bitter enemy. Or worse - the time may come when soldiers of the same country will kill their brothers -- just like you are now! Who of you can say that tomorrow you won't be aiming your rifles at your neighbors? Your comrades? Your families?

Snake: Stop it, Gene!

Gene (echoing): Is there no one who has a grudge against you? No one who mocks you? No one who really needs you? Is there truly no one out there who would kill you?

(Sokolov places his hands on his head and screams)

Snake: Knock it off, Gene!

Gene: One of my men is standing amongst you right now. His instructions are to kill you - for your betrayal.

Snake: He's lying! Don't listen to him!

Soldier: He's going to kill us! He's going to kill us!

Snake: Hey, get a hold of yourself! Snap out of it!

Gene: Your enemy is standing right beside you. Is it you...? Or perhaps you...? This planet is like a giant bomb. See how easily it blows itself to bits with a single nuclear warhead. Or rather, a single bullet.

(laughs) There he is... It's the enemy!

(Gene throws a knife into a soldier in the crowd. The soldier falls, shooting his rifle as he does and hits one of his comrades.)

Soldier A: Who's shooting?! Who's shooting?!

Soldier B: The bastard shot him!

(Soldiers start shooting wildly at each other.)

Snake: Stop! Cease fire!

(Snake is shot in the arm.)

Snake: Make it stop, Gene!

Gene: If you want them to stop, then why not stop them yourself, Snake? Metal Gear is ready to launch. I have no further need of this plant.

Snake: So you'd kill your own men?!

Gene: I don't have to kill anyone. These men are quite capable of doing it themselves. Humans are fragile, foolish, violent creatures. See for yourself, Snake. See what mankind truly is.

Jonathan: Snake, look out!

(Jonathan dives into the path of bullets meant for Snake and dies as he is shot in the head. An image of Jonathan and Snake shaking hands is shown, and then Snake cradles Jonathan's lifeless body in his hands among all the other dead men. Snake screams.)

(End Cutscene)

STAGE SELECT

JONATHAN has died.

Campbell: So the Metal Gear you destroyed at the plant... It wasn't the intercontinental ballistic unit we've been after. It was a performance test model, RAXA. Gene managed to sneak the real ICBMG right out from under our noses and move it to the nuclear launch silo. And judging from the way he was talking, they've already finished arming it with the nukes. We can't afford anymore setbacks. Concentrate the Spy Unit on the Silo Entrance. Keep your eyes open for any information! We've got to infiltrate the underground silo complex...

Snake: ...

Campbell: Come on, Snake, cheer up... OK, maybe not.

Snake: Sorry...

(after sending a spy to the Silo Entrance and waiting half a day or longer)

A new report has arrived from the spy unit.

(after selecting Silo Entrance report)

SILO ENTRANCE

-- TECHNICAL DOCUMENT OBTAINED

"WE HAVE OBTAINED A TECHNICAL DOCUMENT BELIEVED TO BE A STRUCTURAL DIAGRAM OF THE GATE LEADING FROM THE ENTRANCE OF THE NUCLEAR LAUNCH SILO TO THE UNDERGROUND SILO COMPLEX."

Campbell: After reviewing the technical documents our spies brought back, we've discovered how to get into the underground silo complex. The gate in front of the underground complex is impenetrable. There's no way to get in through ordinary means. But the lock system uses an electromagnet. If we could cut off the supply of power... The gate can be unlocked manually until the auxiliary power comes on! In other words, if we find the facility that supplies power to the silo and destroy it, we can infiltrate the underground complex. The problem is figuring out where the hell this power facility is. I wouldn't think it'd be that far from the silo... At this point, we don't have any information specifically pointing to its location. Looks like we'll have to dispatch our spy unit.

(after sending a spy to the Ravine and waiting half a day or longer)

A new report has arrived from the spy unit.

(after selecting Ravine report)

RAVINE - POWER SUBSTATION LOCATED  
"WE HAVE REPORTS OF A SUBSTATION NEAR  
THE RAVINE. THE EXACT LOCATION IS  
UNCLEAR, BUT IT APPEARS TO BE TO THE  
SOUTH OF THE RAVINE."

Campbell: Reports coming in from our spy units suggest the existence of a substation at the south end of the ravine on the east side of the peninsula. Mounting a sabotage operation against this substation should produce the effect we're looking for. The ravine runs in front of the substation. The footing is treacherous, but it's the only way to get there.

RAVINE

[CALL]

Campbell: The substation is south of the ravine. The footing there isn't exactly stable, so watch your step.

(after reaching the goal)

[CALL]

Campbell: Looks like you've done it. Good work. We'll be waiting for you back at the truck. Head back here ASAP.

STAGE SELECT

Campbell: Good. You've arrived at the substation. Now we've got to destroy it... But first we need an idea of how it's laid out. We can't do much with the amount of explosives we've got. If we want to stop the flow of electricity at the source... We'll need to be a little more clever about it. Our best bet is to target the switchboard. To do that, we'll have to infiltrate the substation and identify the precise location of the switchboard. Find the entrance to the substation and make your way inside. Then search for the location of the switchboard.

POWER SUBSTATION

[CALL]

Campbell: Given our limited amount of explosives, we've got to be efficient. Let's hit 'em where it counts - the switchboard. Blow the son of a bitch to smithereens.

(after reaching the switchboard)

[CALL]

Campbell: OK. We've got the location of the switchboard. But there's no point destroying it now. The gate would switch over to emergency power in 5 minutes. What do we do now... First things first. Head back to the truck. It's time for a powwow.

STAGE SELECT

Campbell: We made it to the switchboard, but even if we blew it up then there's no way we'd make it to the underground silo entrance in 5 minutes. We need to use a time bomb. And with that in mind... We'll need



a detonation timer to pull this off. Our technical unit is in the process of building one as we speak. That should get the job done.

POWER SUBSTATION

[CALL]

Campbell: All right, everything's in place to plant the time bomb. Stay focused. Screw up now, and we lose everything. Use caution in there, but make sure you get the job done.

(after planting the time bomb on the switchboard)

[CALL]

Campbell: Nice work. We'll be waiting for you back at the truck.

(Graphic Novel Cutscene)

(Snake and his men are standing in front of a pile of corpses)

Snake: They're all dead...

(a slash and the sound of man screaming can be heard in the distance)

Snake: Null!

(Null is slicing through a group of Gene's soldiers)

Soldier A: I didn't hear anything about using the Perfect Soldier, did you!?

Soldier B: He's supposed to be undergoing readjustments!

(Null kills the remaining soldiers)

Null: Where is he? Where is that man?

(Null suddenly senses Snake behind him)

Null: I found you. Tell me. Why are you still alive? I used to get dreams... About my comrades... They'd come save me with strong arms and laughing voices. When I woke up, I had nothing. No joy, no sorrow, no hatred... No memory. When I wake up from the darkness, all I see are the bodies of men I've killed, lying in front of me. My memory is riddled with corpses. I know. Everybody dies. Crime, disease, accidents, war... No matter how noble a person you are, no matter how good a soldier. There are no exceptions. Even if I don't kill them, they die. This world is full of death. And yet you won't be killed. Why? Why do you still live? What do you hope to accomplish by living?

(Null slashes at Snake)

Snake: I know your name.

Null: ...name...

Snake: It was four years ago, in Mozambique. There was a child soldier fighting with a guerrilla group in the struggle for independence. He killed dozens of government soldiers with just a single knife. He'd

throw the enemy off guard with the innocent frankness of a young boy. Then he'd prey on them with the cold cruelty of a hunter. He spoke a little German so his enemies called him, "Frank Jaeger," the frank hunter.

Null: Frank Jaeger... ...my name...

Snake: Don't do this. The strong arms... ...allies who will help you are somewhere else.

Null: No. I am the Perfect Soldier. Where I exist, there are no other soldiers. So I don't need a name. I am Null. And when you're dead, I can go back to being null!

(after defeating Null)

(Graphic Novel Cutscene)

(Null is kneeling in front of Snake)

Null: I remember now... Big Boss... Even then, you were the one who stopped me.

(Null takes off his mask, revealing his face.)

Null: I was raised by adults to be a tool of war. But you defeated me. Watched over me.

Snake: I'm sorry. I thought you'd have been safe at the rehab facility... I had no idea they'd subject you to this. It had to be the Philosophers...

Null: It's OK, Big Boss. You help me fill the void inside.

Snake: Let's get going. You're always there to save me. It's time to blow this place.

(Snake and Null leave together)

(End Cutscene)

STAGE SELECT

Campbell: Null's assault may have thrown us for a loop, but we still achieved our initial objective of planting a time bomb on the substation. Now let's make our way to the silo entrance. Metal Gear is almost within reach!

SILO ENTRANCE

[CALL]

Campbell: We've just confirmed an explosion at the substation. The power supply has already been cut off. Starting now, you have 5 minutes to pass through the gate leading into the underground silo complex. Screw up, and you're gonna have to blow up the substation again. So make sure you do it right.

STAGE SELECT

Campbell: OK, somehow we made it inside the underground silo complex. This is the home stretch. One more push and Metal Gear will be in our grasp. Proceed into the complex, and don't let yourself be spotted by any enemy patrols. Metal Gear is close. Don't let your guard down.

SILO COMPLEX

[CALL]

Campbell: You're one last push away from Metal Gear. We don't know the exact route to get into the Metal Gear launch silo, but it must be connected to the underground complex somewhere. Keep going, and look for a way into the silo. It's all riding on you. Good luck.

(after reaching the goal)

[CALL]

Campbell: It seems the elevator is on the other side of that door... Hey, you ready to roll? You sure you don't want to check your equipment?

STAGE SELECT

SILO COMPLEX

[CALL]

Campbell: This is Campbell. What's your status? You say there's a large freight elevator? Bingo! That's it! That must be what they used to get Metal Gear down to the silo. Wherever that elevator leads, that's where you'll find Metal Gear. Take the elevator and go after Metal Gear!

(Graphic Novel Cutscene)

(The elevator ascends with Snake. After a moment, a hovering platform arrives from the sky, being piloted by Lt. Cunningham.)

Snake: Cunningham.

Cunningham: Glad you could make it, Snake. To be honest, I'm a bit surprised. You've come much further than I'd expected. He was right about you.

Snake: ...He?

Cunningham: But that no longer matters. You've got no reason left to fight. Your mission is over, Snake.

Snake: Mission? What are you talking about, Cunningham?

(Cunningham laughs)

Cunningham: All right, then, Snake, I'll explain it to you. I don't answer to Gene.

Snake: What...?

Cunningham: The CIA may control FOX, but I don't answer to them, either. My employer is the U.S. Department of Defense.

Snake: What do you mean?

Cunningham: Everything you've seen so far -- Surely you know the CIA and the Pentagon aren't on the best of terms?

Snake: You're talking about a fight over budget?

Cunningham: No, not that. The Bay of Pigs Invasion in 1961... The covert ops in North Vietnam - the influence of the CIA in America's military affairs grows with each passing year. The Pentagon brass started to feel threatened. And then they found out about the Metal Gear project. They enlisted Gene, FOX Unit's commanding officer, and had him steal it before it could be handed over to the Russians. What do you think would happen if Gene were to launch Metal Gear into the Soviet Union? The CIA'd lose face, and the military's influence would immediately start to soar.

Snake: You were trying to get Gene to use the nukes on purpose? Are you out of your mind? You'd start an all-out nuclear war!

Cunningham: Wrong again, Snake. Gene is just a renegade. And the Russians are the ones who built this base. The fundamental design for Metal Gear and the nukes it carries are Russian-made. And you blame Washington? Besides, there'll be no evidence left behind, anyway. See this, Snake?

(A large, familiar weapon glimmers in Cunningham's grasp)

Snake: A Davy Crockett!?

Cunningham: Exactly. A miniature nuclear warhead. But this one is Soviet-made. After Gene launches Metal Gear, I'll obliterate this base. Not a single blade of grass will be left behind.

Snake: What are you going to do with the other soldiers?

Cunningham: Those Red Army rebels? What do you care? They're our enemies!

(Cunningham laughs)

Cunningham: But you're different, Snake. You carried out your mission well. You followed the script he and the Pentagon wrote for you to the letter.

Snake: Script?

Cunningham: Do you want to know the real reason you were sent here? Because we knew you'd throw a wrench into Gene's plans. We needed someone to sneak into enemy territory alone, recruit the rebels to his side, and leave Gene with no choice but to launch Metal Gear. The only soldier who could pull it off was you. The legendary hero, Big Boss. And sure enough, that's just what you've done. Now you've done quite enough. We still need Gene to launch Metal Gear. It's part of the Pentagon's plan. And we can't have you disrupting that, too. There's a heliport on top of this base. Get on the chopper, Snake. Once Metal Gear has been launched as planned, we'll take you back to the States. After this place is nothing but cinders, you'll be a hero once again. It won't be the CIA congratulating you, but you'll get over it.

(Snake draws his pistol at Cunningham)

Cunningham: What do you think you're doing, Snake? Are you still blinded by your loyalty to the CIA? What has the CIA ever done for us in FOX? They sent us on the most brutal missions. And when I came back wounded, they shuffled me to a desk job. They did the same to you, too. They cast your mentor - the mother of our Special Forces - out into a foreign land and left her there to die!

(Snake's aim is unwavering)

Cunningham: Don't tell me you're doing it for the Russian soldiers here. Pathetic fool. Go to the heliport, Snake. I'm not letting you through. Go back.

(A still frame of Jonathan, Roy Campbell, and Elisa)

Snake: I can't let you use Metal Gear. I'm doing this out of loyalty to myself. I'm not going to live my life the way The Boss did!

(Cunningham laughs)

Cunningham: Have it your way. Now you're a real traitor!

(End Cutscene)

(after defeating Cunningham)

(Graphic Novel Cutscene)

(Explosions rock Cunningham's hovering platform)

Cunningham: Why, Snake...? If you'd just gone home to America, you and I would have been given the highest honors a soldier can achieve. And now... look what you've done. But I'm not going to die alone. I'm taking you with me!

(Cunningham readies the Davy Crockett)

Snake: Cunningham, no!

(Cunningham laughs insanely, but just as he is about to push the button his craft completely explodes. The Davy Crockett is thrown from the wreckage toward Snake, and the hovering platform itself falls to land and is obliterated)

(End Cutscene)

STAGE SELECT

Campbell: This is it, boys. Metal Gear should be at the end of that elevator. Judging from how long it took us to get here, launch preparations are almost complete. We cannot let them launch that monster. If Metal Gear is launched, it'll mean the end of the world as we know it. We must prevent that launch at all costs. Use any means necessary to make sure Metal Gear doesn't get out of the silo.

LAUNCH CONTROL ROOM

(Graphic Novel Cutscene)

(Snake enters the Metal Gear launch control room. Gene is standing over a group of dead men.)

Gene: Nice of you to join us, Snake.

Snake: These are the Metal Gear engineers! You killed them!

Gene: No. They killed themselves. They all despaired of their crimes and decided to die.

Snake: Crimes? You mean the fact that this is all a Pentagon conspiracy?

Gene: Conspiracy? I see. Cunningham must have spilled his guts. The poor fool. He died never realizing he was only a puppet after all...

Snake: Aren't you the puppet, Gene? The Pentagon was trying to get rid of the CIA.

Gene: Wrong. I've known everything from the very start. The Pentagon's plans... that Cunningham would betray me... Everything. I simply used it to my own advantage, for my real plan.

Snake: Real plan?

Gene: I won't be launching Metal Gear into the Soviet Union.

Snake: What?

Gene: The Pentagon must have been prepared for the possibility that Cunningham might fail to erase the evidence. They're probably in negotiations with the Red Army as we speak. Even if I launched Metal Gear into Russia now, it wouldn't trigger a war.

Snake: If Russia isn't the target? Then... ..what is?

Gene: Virginia, U.S.A. ...The CIA headquarters at Langley and the Pentagon, the Philosophers' twin lairs will be obliterated.

Snake: You're launching a nuclear strike against America!? But if you do that...

Gene: Chaos will be created on an unprecedented scale. Worst case scenario: America ceases to exist as a nation. The existing world order crumbles. And Russia won't escape unscathed, either. Metal Gear will have been launched from a Soviet nuclear missile base. Under a storm of international criticism, the Warsaw Pact will lose its sway over the Third World. It may even faced armed conflict with NATO.

Snake: Why? Why would you do that?

Gene: To free the world from the Philosophers' control. I'll create a new global balance of power of my own design. My goal of building a new nation of mercenaries with only the most capable soldiers is real. But this peninsula is not the right place for it. Our nation will be an organization of shadows, without shape or form. We will lurk deep underground and intervene in conflicts all over the world. History will be ours to control. I will accomplish what the hollow shell of the Philosophers could not with a superior breed of soldier. This

organization will be the true "peninsula of the dead". I call it "Army's Heaven."

Snake: Army's Heaven...

Gene: I will not allow the world to be a playground for abstract national interest and petty political gambits. I will use superior force of arms to achieve superior force of will. Thus I will make the world whole again. For I am the Successor, and this is my calling.

Snake: You're nothing but a dictator!

Gene: What?!

Snake: You use fear to keep your soldiers in line. You use words to deceive your allies. You exploit those who look up to you as a mentor and then you throw them away! The country you're building is no heaven for soldiers. The place they're looking for is outside your "heaven."

Gene: Open your eyes, Snake. This is our calling. It's all part of a greater mission. Compared to this calling, the individual wills of individual soldiers are meaningless. Those who have no calling must be given one by those who do. They must follow the teachings of those with a greater will.

Snake: I suppose that'd be you?

Gene: It is my calling. And I will bestow it upon others. The countless masses with no wills of their own must devote their lives to a higher cause. They must give up their trivial lives, their petty contentment! They must sacrifice all their energies to the cause - pour their feeble lives into it. As The Boss once did.

Snake: You're full of yourself, Gene. You're not worthy to speak of The Boss.

Gene: So... You never knew. Six years ago, during Operation Snake Eater, Volgin launched an American nuclear missile at Sokolov's research lab. This caused a change in plans, and the U.S. government had to assassinate its own operative, The Boss, to prove its innocence. And you were the assassin, Snake.

(Snake is speechless)

Gene: Do you really think Volgin committed that terrible crime of his own will?

Snake: What?

Gene: It was all a setup from the very beginning. Volgin launching the nuke... The Boss' death... Even your mission in Groznyj Grad, Snake! It was all the work of your country and a single, deviously cunning strategist.

Snake: You're saying it was all a setup? By who!?

Gene: The Boss gave up her life, even if someone else willed it. She sacrificed her own life for her calling. It was a noble act.

Snake: Answer me! Who set it up?!

Gene: You don't need to know the answer. Snake, the only thing you need is a calling. Your country can't save you. Neither can your old teacher, nor your so-called friends. Join me, Jack. I will give you your calling.

Snake: I'll find my own. You and your phony ideals can go to hell!

Gene: You are a soldier after all. It seems we'll never see eye to eye. Well, then... The time for talk is over, Snake!

(Snake points his weapon at Gene.)

Snake: Stop!

Gene: You're too late. All preparations for Metal Gear's launch are complete.

(Gene presses a button on the control panel. But as he does, the entire panel suddenly shakes and explodes.)

Gene: What the...! Who?! Ursula!

(Elisa/Ursula ascends from outside the room, suspended in midair. The observation panel is shattered via telekinesis and Elisa/Ursula enters)

Gene: Stay out of my way, Ursula.

Elisa/Ursula: Nuclear warheads must never be used. They are terrible weapons. Everything dies. People... Animals... Trees... The earth... Even today they suffer still. I know their pain. Their suffering. Their cries, their hatred.

Snake: Ursula? Or is it Elisa?

(Gene throws a knife at Elisa/Ursula, but the blade is psychically deflected inches from her face.)

Gene: You read my thoughts, Ursula. I let down my mental defenses thinking you were dead. But it's no use. You can read my mind, but you can't keep up with my body!

(Gene moves forward in an impossibly fast motion and plunges a knife into Elisa/Ursula's chest.)

Snake: Elisa!

(Gene releases Elisa/Ursula and falls backward to the floor with a sickening thud.)

Gene: I'll have to find another way.

Snake: Gene, stop!

(Gene leaves. Snake cradles Elisa/Ursula in his arms.)

Elisa/Ursula: Snake... They've already input the trajectory for Metal Gear. There's a backup launch control in a nearby room... Gene is going to use it... Stop him...



Snake: I will. Don't try to talk.

Elisa/Ursula: Don't worry... I'm OK... Snake... Ohh...Snake...

(As Elisa/Ursula talks, scenes from the Metal Gear Solid series, including Metal Gear Solid 4, are shown. The scenes include Solid Snake, Metal Gear REX, Raiden in his MGS4 cyborg ninja attire, Solidus Snake, another Metal Gear, and Big Boss as an old man.)

Elisa/Ursula: The futures we saw were one and the same. Snake... You will destroy Metal Gear... And you will create a new Metal Gear in its place... Your children... Les Enfants Terribles... Snake... Your son will bring the world to ruin... Your son... will save... the world.

Snake: What are you trying to say, Elisa? Elisa!

(Elisa dies. Snake stands mournfully over her lifeless body.)

(End Cutscene)

(Graphic Novel Cutscene)

(Snake enters the backup launch control room. Gene is standing over a control panel)

Gene: This is the end, Snake. Metal Gear has already entered launch mode. Trajectory calculations and target locations have been set. No one can stop it now. Not even you, should you defeat me. But I know you won't let me go without a fight. And I, too, have a reason to fight you. To prove who I really am! Let's find out who the true Successor is, Snake! Let's finish this!

(Gene turns to Snake and readies to fight)

(End Cutscene)

(after defeating Gene)

(Graphic Novel Cutscene)

(Gene falls)

Gene: I don't believe it... A product of the Successor Project... beaten by a flesh-and-blood man like you. It seems that you are the true successor of The Boss. That story about "soldier genes"... Perhaps it was true after all. You are the true Successor...

Snake: I don't know what you're babbling about, Gene. How do I stop Metal Gear from launching?

Gene: Don't bother... Once the launch countdown has started, there's no way to stop it. Get out of here, Snake.

(Gene tosses Snake a microfilm)

Gene: And take this with you.

Snake: What's this?

Gene: The equipment, personnel, and funds I amassed in secret to build

Army's Heaven. All the data is stored on that film. No one else knows about it.

Snake: Why are you giving me this?

Gene: Because you and I are the same. Some day, you'll be glad you have it... The one who fights and survives must carry on the legacy. Such is our fate. Go, Snake. I've said everything I need to. You are the one who will inherit my genes. You are the true successor. Be loyal to yourself... Go forth. And find your own calling.

(Gene slumps over.)

Snake: Gene!

(The silo begins to open up as the rocket and Metal Gear are primed for launch. Snake's radio rings)

Snake: Sokolov, do you read me? The countdown for Metal Gear has started! The control panel is locked out and won't respond. How do I stop it?

Sokolov: I can see from here that the control circuit has been locked. But Metal Gear's solid rocket motor doesn't have a post-ignition fuel control mechanism. Once it goes into launch mode, there is no way to stop it!

Snake: I don't care if I have to destroy this whole base, as long as it stops the nuke!

Sokolov: If you can dismantle the Metal Gear unit itself before ignition, you may have a chance...

Snake: The Metal Gear unit? You mean that thing that's attached to the missile warhead?

Sokolov: Metal Gear is no mere nuclear missile. It is jettisoned from the booster at 3000 feet above the target and parachutes down to the ground. After that, it launches its payload of miniature nuclear warheads. By destroying the Metal Gear unit before takeoff, you can prevent a nuclear strike even if you can't prevent the launch. However, the Metal Gear's designers anticipated this, gave it armor thicker than a tank's. And should the rocket itself be damaged, the entire silo could explode!

Snake: Looks like I'm about to be burnt to a crisp. But I can't sit here and let the world be destroyed!

Sokolov: Snake!

(Snake sees the Metal Gear unit atop the rocket. A timer reads two minutes to launch. Snake uses an RPG launcher and fires at the Metal Gear. It makes a direct impact, but the Metal Gear is apparently unharmed.)

Snake: Damn! It's not working!

(Automatic weapons are fired at the Metal Gear, the bullets mostly bouncing off it. Snake looks up to see his fellow soldiers on a myriad of catwalks, firing madly at the rocket.)

Snake: What are you doing?! Those weapons won't do any good! Get out of here before you're caught up in the blast and killed!

Soldier A: You risked your life to save our Motherland!

Soldier B: Now it's our turn to defend your country!

Soldier C: You've given us a real reason to fight, Big Boss!

(Soldier gives Snake a thumbs up)

Snake: All right...

(The soldiers continue to fire as the rocket launches. Snake fires another rocket-propelled grenade directly at the Metal Gear as the rocket begins to take off, the blast of takeoff blowing him completely off his feet.)

Sokolov: Snake! Snake, do you read me? Metal Gear... Metal Gear its on its way!

(The rocket enters the second stage as it leaves the atmosphere. However, Metal Gear loses its structural integrity soon afterward and begins to fall apart, heralding a flurry of explosions)

Sokolov: You did it, Snake. You succeeded in destroying Metal Gear! Metal Gear has deviated from its course and is in free fall. Sensors show that the nuclear warhead launch tubes have been shut. Well done, Snake! (pause) Snake...?

(The scene shifts to a sterile looking building where three men are walking through a hallway. In a dark corner is a man in a suit twirling a revolver. This is Ocelot.)

Ocelot: Impressive. I never imagined they'd have a facility like this right underneath the CIA. Back when FOX was around, I wouldn't have been able to sneak down here. I've been sent to meet you, Mr. Director.

DCI: And who are you?

Ocelot: My name is ADAM. Remember me now? At last, we meet in person.

DCI: ADAM... The triple spy for the Philosophers. So you're Ocelot... You say you're here to meet me?

Ocelot: That's right. We confirmed that Metal Gear entered launch mode. The first wave of nukes should arrive here within thirty minutes.

DCI: I'm aware of that. I'm heading for the shelter as soon as I can. But I can't leave these documents here.

Ocelot: Documents? Related to the Philosophers?

DCI: Yes. A list of members, along with data, locations of portions of the Legacy stashed around the world. So long as we have these - even if the United States does perish in an atomic storm - the Philosophers will be born again.

Ocelot: Splendid. That's exactly what I wanted to hear.

(Ocelot shoots the men accompanying the DCI.)

DCI: What the hell are you doing?! You're not planning to betray the Philosophers, are you?

Ocelot: Betray? No, I'm not going to betray them. I'm going to end them! Then we'll take back what you stole from us. We will carry on the spirit of the true patriot.

DCI: The true patriot?

Ocelot: It's all part of our plan to make the world she envisioned a reality. And so I've come for the other half... of the Legacy!

(Ocelot shoots the DCI. The next scene depicts a plane landing in the United States. The plane opens to reveal Snake, who walks along the tarmac in this next sequence)

Campbell: Snake. I heard they gave you quite a welcome back home.

Snake: Campbell... you healing up all right?

Campbell: Yup. Nearly good as new. Can't wait to get out of here, though - that nurse is an unholy terror. It's all your fault for pushing a wounded man too hard.

Snake: What about Frank, the child soldier from Mozambique?

Campbell: He's alive, though he's a mess both mentally and physically. I guess he'll be in the hospital for a while. After that, I don't know. He may never be able to go back to leading a normal life. So I hear they did a cover-up job on FOX's rebellion?

Snake: ...Yeah. They're saying I was sent out to take down a Soviet Missile base... That's it.

Campbell: Can't say I blame them. After all, how do you share the news that the U.S. homeland was facing nuclear attack? Don't beat yourself up over this, Snake. You did your country a great service. You deserve that medal. No one knows that better than you and I.

Snake: Yeah...

(Soldier prisoners from the San Hieronymo Peninsula are shuffled out of a plane onto the tarmac. The soldiers see Snake and salute. Snake salutes in turn.)

Campbell: So what will you do now, Snake?

Snake: I don't know. But I realized something.

Campbell: What's that?

Snake: I'm not living unless I'm in battle. So I have to find my own reason to fight. I have to pass on what's been handed down to me...

Campbell: Take care, Snake. We'll meet again someday.

(Snake receives official-looking papers with an insignia on them. The

scene then shifts to Snake at his apartment on the phone with Campbell.  
The papers rest on the nightstand beside the phone.)

(End Cutscene)

"Calling to the Night" plays as the credits roll, followed by the Metal  
Gear Solid: Portable Ops theme.

(a phone ring is heard, followed by footsteps and an answer)

Ocelot: Well, I'll be damned. So it was you who was feeding me  
information. (pause) Yes, the DCI's death should pass as suicide.  
They'll claim he did it because he felt responsible for the theft of  
Metal Gear. We can look forward to a major shake-up on the seventh  
floor at Langley shortly. It looks as if everything is going exactly  
the way you wanted it. (pause) When the DCI saw the trajectory data you  
supplied and found out that he was the target of the nuclear strike, he  
brought the Philosophers' documents right to me. (pause) Yes, we should  
have known Gene was serious about launching those nukes... Seems our  
insurance policy came in handy after all. He did quite well... And now  
I've got the Legacy. Is that all part of your script, too? Using him  
and the FOX Unit like that... Only you could have pulled it off. But... You  
won't be using me anymore... (pause) ...Battle data... ...from the Perfect  
Soldier? (pause) Genes... genome... (pause) ...I see... Intriguing... I'll help  
you with the project. But on one condition... I want him to join us.  
(pause) Yes, Big Boss... So that we can become the Patriots.

(click)

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This script has been cleared for usage for ONLY the following sites:

[www.gamefaqs.com](http://www.gamefaqs.com)

If you'd like to host it, e-mail me at [karmahunter@gmail.com](mailto:karmahunter@gmail.com) and  
just ask!

Thanks to CJayC, for running GameFAQs and all that junk.

A very special thanks to sephsblade, for always being there insofar as an  
internet chat buddy can possibly "be there". Oh and this script wouldn't  
exist without his delicious monetary contribution! <\_<

And lastly, thanks to Hideo Kojima and Konami for yet another enjoyable foray  
into the MGS universe.

Ciao!