

# Metal Gear Solid Reference Guide

by Nemesis300

Updated to v1.3 on Dec 15, 2002

This walkthrough was originally written for Metal Gear Solid on the PSX, but the walkthrough is still applicable to the PC version of the game.

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||| METAL GEAR SERIES |||
||| REFERENCE GUIDE |||
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## Information:

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Metal Gear, Metal Gear 2: Solid Snake, Metal Gear Solid, Metal Gear Solid 2:

Sons of Liberty, \*\*Metal Gear Solid 2: Substance\*\* NEW!

Platform: MSX, Playstation, Playstation 2, PC, Xbox

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## Forward:

Who is Big Boss? What the heck is Zanzibar Land? What was the PSG-1 again?  
This FAQ is here to help. This FAQ contains anything you could possibly want  
to know about the Metal Gear series and probably some things your didn't know.

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## -----I. SECTIONS-----

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-----II. UPDATES-----

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Version Release and Updates go here:

Version 1.0 (5-3-02): Initial Release. The majority of the terms are complete.

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Version 1.1 (5-28-02): Monster Update

- Redid Raiden's entry.
- Added a few more entries to the reference guide.
- Fixed a few errors in some entries.
- Added some more FAQs
- Added a -not so brief- summary of the "Outer Heaven Crisis" and "The Uprising of Zanzibar.
- Added the Colonel's insane codec transmissions.

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Version 1.2 (5-30-02): A moderate update (though it seems like a lot).

- Added Otacon's proverbs.
- Fixed a few errors.
- Added some more FAQs.
- Made placeholder sections for the Timeline and Music.
- Reorganized the reference guide. Each part is now its own numbered section. Why? Because I CAN!!! \*insert sinister laugh\*
- Jotted down stat bios for anyone I could find info for.
- Fixed a bad mistake. Its McDonnel Miller, not McDonald. No Happy Meal for me...
- Added entries for Nariko Sand, Bush Barble floor, Footstep Reverberating Material, Goliath Tank, Metal Gear G, and Sikorsky Chopper.

Snake:

This seems to be getting more and more random.

Otacon:

Correction -- it's becoming more deep. Trust me.

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Version 1.3 (12-14-02): Sorry for forgetting this document.

- Added some more FAQs.
- Started on a timeline for the series.
- Add more FAQs
- Added a bare bones Music section.
- Add voice actors for all the characters with one.
- Metal Gear Solid 2: Substance is released. Expect more later.

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-----III. DISCLAIMER-----

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#### -----IV. HISTORY OF TACTICAL ESPIONAGE ACTION-----

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### TACTICAL ESPIONAGE ACTION METAL GEAR

Metal Gear. The focus of this FAQ. But what is Metal Gear? When was the series created and what's some background to this great series?

Metal Gear, the brainchild of one Hideo Kojima. Once a relatively unknown man now a well know figure in the gaming world responsible for several great games. But above all...Metal Gear. The following is a very brief overview of the series from a non-story standpoint.

#### Metal Gear (MSX, NES)

Metal Gear was first released in 1987 on the MSX computer system. A format quite popular in Europe and Japan, but pretty much unknown in the US. Made in a time where platformers and Zelda-clones were all the rage, Metal Gear was quite something out of the ordinary. Instead of going into a mission Rambo style with guns blazing, Metal Gear relied on stealth and wits to make it through the mission. The player assumed the role of "Solid Snake", a new member in the Special Forces unit, "FOX-HOUND." At the start of the mission, Snake was armed only with a pack of cigarettes and a "transceiver", which was used to contact his CO, Big Boss, and other allies if, need be. With a original and interesting storyline (okay, so maybe it wasn't that great, but back then it was a great departure from the usual "save the princess" or "kill all the bad guys...'cuz they're bad" stories of the day), innovative gameplay, and a good amount of style doing it, Metal Gear became a smash hit. Metal Gear was released in 1988 for the Famicom and Nintendo Entertainment System, although there were a bit of things changed in the port. Several maps were changed, enemies moved and dummed down, bosses changed or removed, a shoddy translation (for the US version at least), and players never got to actually fight Metal Gear in this version, and the US manual was made by a bunch of stoners (more on that later). Although still good, the MSX version was better.

#### Metal Gear 2: Solid Snake (MSX2)

Released in 1990 for the MSX2 computer system in Japan ONLY. This game had several new features added. The ever-useful radar was implemented in this sequel. Snake had several new weapons and items, as well as the ability to crawl. The graphics and music was also improved this time around (err...well, maybe not the music, but the themes were a bit catchier.) The game was quite a bit harder as well due to the fact that guards could now see at a 45-degree angle, rather than straight ahead. The game once again placed you in the shoes

of Solid Snake, who was called back into service to infiltrate "Zanzibar Land" who has kidnapped the genius Dr. Marv, the creator of OILIX, a substance that can create highly refined oil. This was one of the best games in the series, having everything that makes a Metal Gear game what it is.

#### Snake's Revenge: Metal Gear 2 (NES)

Released in 1990 for the Nintendo Entertainment System (NES) under the Ultra Games label. This game has NOTHING to do with the rest of the series, it is a generic action game with the Metal Gear name slapped on to make more money. Kinda like Street Fighter 200X: The Final Fight, or a certain movie released last summer ;). It is officially stated that this game has nothing to do with the rest of the series, but I will talk a bit about it later (mostly ridicule and the like.) Featuring crap characters, a laughable story (really, reading the manual made me laugh) and mediocre gameplay (HORRIBLE side scrolling stages), this is pretty much the redheaded bastard child of the series. (No offense to any red-headed bastard child readers ;)

#### Metal Gear Solid (PSX, PC)

After a while, the Metal Gear series fell into obscurity, after being abandoned for a good seven years. That was until a sequel was presented at the 1997 E3 (Electronic Entertainment Expo). Dubbed "Metal Gear Solid", the game was named the best game of E3 by several magazines and websites. Metal Gear Solid would be released on the Sony Playstation. On the new format it would feature a new 3D game engine, voice acting throughout the game, a brand new story and several new elements. When it was finally released in September 1998, it flew to the top of the charts for that month and stayed near the top for several months (Legend of Zelda: Ocarina of Time took the top spot the following month.) Metal Gear Solid is probably the most successful Metal Gear game (though Metal Gear Solid 2: Sons of Liberty might have beaten it...I don't know.) Metal Gear Solid was later released on the PC in 2000.

#### Metal Gear Solid Integral (PSX Jpn. only, PC)

Released in Japan in 1999, this was a Special Edition of the original hit. This version contained several new features including a Very Easy mode (start with a weapon with infinite ammo), a 1st person mode, a few Easter eggs (Meryl with the Sneaking Suit). Most importantly, this version contained a 3rd disc with over 300 VR Missions, including three with a playable Ninja (sure not much, but damn fun). This version never made it's way over to the US in this form, but the VR mission disc did as...

#### Metal Gear Solid: VR Missions (PSX)

Released in 1999, this was a special disc containing all the bonus VR Missions added in MGSI. Although some parts were pretty boring, the later missions were pretty fun. Featuring such modes as Training for all the weapons, a Mystery Mode, Puzzles, and some other odd missions the game was a pretty interesting package. The requirements were a lot easier to open up some missions compared to Integral's requirements (in Integral, to get the Ninja missions you had to get the BIG BOSS ranking!) All in all a pretty good package for those yearning for more tactical espionage action, but not as good as the Integral package.

#### Metal Gear: Ghost Babel (GBC)

Released in 2000 for the Game Boy Color, this was an entirely new mission for Snake on the GBC. Pretty much a Metal Gear Solid on the GBC, Snake sported most of his moves from the PSX addition, except for the obvious ones (1st person view). The graphics engine looked a lot like Metal Gear 2: Solid Snake,

but still was quite good for the Gameboy Color. Featuring a complex and interesting story, pretty good graphics, great gameplay, and several other features, this was one of the best games to be released on the dying (pretty dead now) platform.

#### Metal Gear Solid 2: Sons of Liberty (PS2)

Released in 2001 for the United States first (one of the few major games to be released here first). This will probably be the most successful Metal Gear game to date. First announced at E3 in 2000, this game has been one of the most hyped releases ever. Boasting an incredible graphics engine, a sharp new story, new moves for Snake, and a few little (and one huge) surprises, this was a title to look out for.

#### Metal Gear Solid 2: Substance (Xbox, PS2, PC)

Announced just prior to E3 2002. This is to MGS2 as MGS: Integral is to MGS. Packed with loads of new features and extras, this is what MGS2 was meant to be (why does that sound like something Capcom would say?) New features in this update are:

- 200+ VR Missions
- 100+ Alternate Missions
- A skateboarding mini-game O\_o
- Ability to play as Snake in the Plant and Raiden in the Tanker.
- New "Snake Tales", story based missions involving Solid Snake. All there in order to !@#\$ up what I've written =)
- New skins for all the characters. Snake can now have his MGS outfit, Tuxedo, and Pliskin duds. Raiden gets a Gray Fox exo-skeleton and probably others.
- Demo Theater and Boss Battle will be available to us screwed over Americans.
- And probably much more.

I haven't gotten a chance to play it yet. But I'll add Snake's Tales info (although it isn't part of the story) and other interesting info in the next update.

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#### -----V. NOTES-----

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- If I screw up on a summary, don't get bent out of shape, just contact me and it'll be corrected.
- If there is spelling errors, tell me. This is a LONG FAQ, so there is bound to be a few minor spelling errors and grammar mistakes (though hopefully not)
- This FAQ is on the ORIGINAL versions of all the games. In other words: Metal Gear MSX, Metal Gear 2: Solid Snake MSX, Metal Gear Solid PSX, and Metal Gear Solid 2 PS2. Metal Gear: Ghost Babel and Snake's Revenge are both not part of the official storyline.
- Here's the format for bios-

Bio:

Real Name:

Alias:

Nationality:

Height:

Weight:

Age:

Family:

Note that if nothing applies, it will not be included.

-Well, on with the show...

\*\*\*\*\*SPOILERS FOR THE ENTIRE SERIES FROM THIS POINT FORWARD\*\*\*\*\*

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-----VI. People-----

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-----  
Big Boss  
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Bio:

Nationality: American

Height: 180 cm

Weight: 89 kg

Age: 70s -deceased-

Family: Solid Snake -son-, Liquid Snake -son-, Solidus Snake -son-

Appearances: Metal Gear, Metal Gear 2: Solid Snake

Information:

An American who participated in LRRP (Long Range Reconnaissance Patrol) in Vietnam, and afterwards, exploited his superior skills in SOG (Special Operations Group), the Green Berets and the Wild Geese. He has completed more than 70 missions. During the early 70's he was wounded in battle. After this injury he was diagnosed as sterile (ouch...) US government highly valued his warfare ability and agreed with Big Boss on a external fertilization program. This was dubbed the Les Enfant Terrible project during which three clone's of Big Boss were produced (Solid, Liquid, and Solidus). Despite ethical issues, this was deemed a necessary step to assure national security during the Cold War. In the late 80's, Big Boss participated in several regional conflicts and race liberation wars. He was heralded as a true hero and made the front covers of popular magazines in many countries. During this time he probably met Frank yeager and his "sister" Naomi.

In the late 80s, another injury cost him an eye. Big Boss then retired from the front lines and began to concentrate on military education and training. The 1990's arrived and he was nominated as general planning commander of the international special forces squad FOX-HOUND. In the mid-90s Big Boss, transformed by greed and ambitions of absolute power, managed to take control of OUTER HEAVEN, (a military fortress nation in Salzburg) and tried to establish world domination through the country's military powers. Still the leader of FOX-HOUND, Big Boss sent in a rookie, "Solid Snake" to stop Outer Heaven in operation Intrude N313. Big Boss used Snake as a guise to fool the "west" and spread disinformation. Big Boss never imagined Snake would survive the ordeal. Snake managed to destroy Big Boss's ultimate weapon, Metal Gear, as well as defeat Big Boss himself and destroy Outer Heaven. With his ambitions crushed, Big Boss fled to the Middle East.

In the late 90s, Big Boss then established another armed fortress nation, Zanzibar Land. He gathered mercenaries from all over the world as well as build up armaments. Also the Czech scientist, Dr. Kio Marv, was captured (see Kio Marv and OILIX for more information). FOX-HOUND once again sent in Solid Snake to stop Zanzibar Land. Snake once again managed to defeat all that stood in his way and was able to defeat Big Boss's right hand man, Gray Fox. Snake

then confronted Big Boss. Big Boss killed by Solid Snake in a battle between the two. Later, his remains were taken into possession by the United States government for gene therapy experiments.

Notes:

Big Boss' design is pretty much Sean Connery with an eye-patch in MG2. Just thought I should mention that.

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Black Color  
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Appearances: Metal Gear 2: Solid Snake

Information:

A member of NASA's top secret "Out-of-Earth Environment Special Force". He is a hi-tech ninja who had heightened his flesh to the limit with drugs and therapy. He is incased within highly advanced flex armors. The "Out-of-Earth Environment Special Force", was dismissed after controversy rose regarding it as a too dangerous existence. The unit was disbanded before they were even implemented. It is assumed that all members were to be confined or killed (they are supposed to be dangerous). A few members fled to Zanzibar Land and joined its army.

Black Color, who Snake fights in Zanzibar, is actually Kyle Schneider, who helped Snake during the Outer Heaven incident. Apparently he, as well as other survivors of Outer Heaven, were used in the US's experimental projects. With nothing left to live for, Black Color fights and is killed by Solid Snake.

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Catherine Miller  
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Appearances: None

Information:

McDonell Miller's daughter. She resided with him in Los Angeles after he and his 1st wife, Nadine, divorced. Later on she either went to live with her mother or moved out (dunno how old she is).

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Charlie  
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Appearances: Metal Gear 2: Solid Snake

Information:

Snake's evac helicopter pilot. He is late picking up Snake and Holly, but manages to arrive just in time to save them from a group of soldiers.

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Chinaman  
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Appearances: None (Deleted from MGS2)

Information:

Chinaman is a scrapped enemy to be included in Metal Gear Solid 2. A man of Chinese descent and having a dragon tattoo on his back, Chinaman had mystical powers which allowed his tattoo to come to life and attack Raiden. The Chinaman

could walk on water, was extremely fast, and a good swimmer. Raiden was to battle Chinaman where Vamp is now located. Chinaman could control sharks in the water which he used to attack Raiden.

An interesting idea, but ultimately Chinaman was scrapped and many of his abilities were given to Vamp with little reason. Will Chinaman ever see the light of day? Umm...no.

-----  
Clark, Dr.  
-----

Appearances: None

Information:

The former head of FOX-HOUND's medical staff before Dr. Naomi Hunter. He initiated the gene therapy experiments after Colonel Campbell retired. He used the body of a fallen soldier in Zanzibar Land to conduct his experiments, that soldier was Gray Fox. Clark and the other researchers revived Fox and fitted him with a highly advanced exoskeleton. He was kept drugged while Clark performed the experiments that led to the creation of the Genome Army. The official report is that he was killed in an explosion in his lab in 2003, but in actuality it was Gray Fox who killed him.

-----  
Colonel, The  
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Voice Actor: Paul Eiding

Appearances: Metal Gear Solid 2: Sons of Liberty

Information:

An artificial representation of Colonel Roy Campbell. Raiden is in contact with the "Colonel" during his entire mission. When the FoxDie computer virus effects Arsenal Gear, the Colonel begins to act erratic, spouting out insane messages and messing with Raiden's Codec and such. Otacon later digs around and finds that the Colonel's signal is coming from within Arsenal Gear, and that the Colonel wasn't real, but a representation of what one would expect to talk to during the mission (Raiden, having gone through countless simulations, would expect the Colonel to be his CO, which is why the AI is represented as Campbell.) The Colonel later reveals information on the Patriot's ambitions as well as the S3 plan. He goes offline after Raiden kills Solidus Snake.

After a few requests, here it is. A complete list of ALL of the Colonel's insane Codec transmissions.

\*You can here these from when you leave Arsenal Gear's stomach (torture room) up until the end of the fight with the Metal Gear RAY army\*

[A video of the start of Metal Gear one is shown]

-...Infiltrate... ...the enemy fortress... ...Outer Heaven!  
...Destroy... ...the final weapon... ...Metal Gear!  
(referring to Metal Gear 1)

-Your mission is to infiltrate the fortress Galuade, rescue the hostages and neutralize Metal Gear before its assembly is complete.  
(referring to Metal Gear: Ghost Babel)



[A video of Snake standing in front of two GIANT Genome Soldiers is shown]

-Variety Level 13 Rescue Meryl, the "Return of Genola."  
(referring to Metal Gear Solid: VR Missions/Metal Gear Solid Integral)

-Mind the gap.

-President Baker should be somewhere to the south of where you blasted through the wall. Hurry and save him before the terrorists discover his code.  
(referring to Metal Gear Solid)

-Kawanishi-Noseguchi, Kinunobebashi, Takiyama, Uguisunomori, Tsuzumigataki, Tada, Hirano, Ichinotorii, Uneno, Yamashita, Sasabe, Kofudai, Tokiwadai, Myoukenguchi.  
(referring to the Cyborg Ninja of MGS)

-I noticed this a while back, but you have far too many Game Overs. Sorry to be blunt, but you really stink at this game.

-Honestly, though, you have played the game for a long time. Don't you have anything else to do with your time?

-You got a PSG-1? You can use that against Sniper Wolf. Hurry up and save Meryl!  
(referring to Metal Gear Solid)

-You seem to get a real thrill out of slaughtering the enemy. Are you frustrated about something?

-Even my patience has its limits. I just can't leave this thing up to you any longer. I'll do the fighting! You can just go home!

-Actually, I am in really bad shape financially. I pay money to my ex-wife as part of our divorce settlement, among other bills... I just had no choice but to make you pay for lunch the other day. I'm really sorry.

-An Anemone or Clematis plant's juice can cause a rash. When pruning them it's a good idea to wear gloves.

-Big Boss here... Enter the track on the bridge to the right... Over.  
(referring to Metal Gear 1)

-Actually, there is something I have been meaning to tell you but I just couldn't... I think you should know, though. On Saturday morning last week I saw a guy leaving Rosemary's room... How should I put it, it was like they were... "intimate." I'm sorry. Sorry to bring this up during the mission, but...

-I say again. Your duty is to infiltrate Zanzibar Land. And seize Kio Marf, an abducted Czechoslovakian biologist.  
(referring to Metal Gear 2: Solid Snake. Note: It's really Kio Marv, they had a typo)

-Snake, there's a fork in the conveyor belt. The machine is automatically sorting cargo according to some system. Take a good look at the device.

-Snake, take the power plant out. Set C4 explosives on four key points to destroy the structure.  
(referring to Metal Gear: Ghost Babel)

-Snake, they've input both detonation codes. The only way to stop the launch now is to use the card key to re-input the codes.  
(referring to Metal Gear Solid)

-Snake, destroy the power plant's main turbine. It's located in the B1 floor of the plant. Break into the B1 floor.  
(referring to Metal Gear: Ghost Babel)

-Variety Level 7 Shoot down the space invaders! Training will have to be postponed if we are invaded by UFOs.  
(referring to Metal Gear Solid VR Missions/Integral)

-Weapon Mode Socom Level 01 Destroy all targets to reach the goal! Number of targets: 3.  
(referring to Metal Gear Solid: VR Missions/Integral)

-Snake, like Shakespeare said: "Nought's had, all's spent, Where our desire is got without content." Basically, it means that your desire can get you into trouble if you're not careful. That goes for Items too. Don't get too greedy or you might be sorry. Be careful, Snake.  
(referring to Metal Gear Solid)

-Snake, remember what De Gaulle said: "The graveyards are full of indispensable men." Snake, you're all alone and surrounded by bad guys. Try to be careful and avoid getting into a fight whenever you can.  
(referring to Metal Gear Solid)

-Listen, you haven't reported in for a long time until now. You think you can just CALL only when you want something? You disappoint me.

-Communicator Entertainment Program Idea Spy 2.5 (Two-point-five) Episode 1 New York. Here in the city where dreams come true and desires rule, something is being bought, sold and thrown away, even as we speak. But behind the scenes of business as usual, the nefarious J.E. (Junker Expensive) Corporation lines its already bloated coffers with profits from worthless products. As J.E. swindles yet another innocent into purchasing high-priced junk...the FBI mobilizes a top-secret task force to put a stop to the menace. Now, the city's best-kept secret spy is out there, briefed and ready to protect the people from J.E., the catalogue of conspiracy -- just call him 2.5 (Two-point-five).  
(referring to another Hideo Kojima game, Snatchers)

-I can't believe it -- that someone who has committed all those twisted acts in the woman's bathroom would make it this far... this is the end of the world.

-Munch, munch...Um? Raiden? I'm eating right now. Get back to me later...  
munch, munch...

-You wouldn't be trying to give yourself a bogus score using some ingenious trick would you? That's just about as low as anyone could possibly stoop! I can't believe you sometimes...

-That reminds me, I saw Gubayama the other day in Shibomnigee. He said to give you his best.

-La-li-lu-le-lo! La-li-lu-le-lo!! La-li-lu-le-lo!!!

-I'm not home right now. Please leave a message after the beep. BEEP

-ZZ...zz...

-I was a North American Fall Webworm in my past life. Those were the good old days... What were you in your former life?

-I hear it's amazing when the famous purple stuffed worm in flap-jaw space with the tuning fork does a raw blink on Hara-kiri Rock. I need scissors! 61!

Notes:

I refer to the AI Colonel as "The Colonel" because he is never once said to be "Colonel Campbell" during the course of the game. Although he does have a rather generic "Campbell" name tag.

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Commander South

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Appearances: None

Information:

A bad mistranslation by the stoners that wrote Metal Gear's US instruction manual. It's really Big Boss in case you're wondering.

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Coward Duck

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Appearances: Metal Gear

Information:

A cowardly and dishonorable soldier. He was the former leader of Egg-Plant, an extremist terrorist organization. He gets his name from his tactics of taking hostages and using them as human shields. He and Snake fought in Outer Heaven where he took three POWs, including Jennifer's brother, hostage. Snake easily dealt with the cowardly soldier.

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Cyborg Ninja

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Voice Actor: George Byrd

Appearances: Metal Gear Solid

Information:

During the Shadow Moses operation, this is what most referred to as Gray Fox, until he is later revealed to truly be Fox. Liquid and possibly Ocelot were the only FOX-HOUND members to know whom the Ninja really was. He uses a powered katana like sword as well as a plasma cannon like weapon later on.

Notes:

The bizarre speech the Ninja says during the soldier slaughter scene and if Snake is busted out by him is as follows:

Kawanishi-Noseguchi, Kinunobebashi, Takiyama, Uguisunomori, Tsuzumigataki, Tada, Hirano, Ichinotorii, Uneno, Yamashita, Sasabe, Kofudai, Tokiwadai, Myoukenguchi.

What does it mean? It's train terminals in Japan.

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Decoy Octopus

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Bio:

Nationality: Mexican

Voice Actor: George Byrd

Appearances: Metal Gear Solid

Information:

Decoy Octopus was born in Mexico and grew up worshipping Hollywood make-up, animatronics and special effects. When he became an adult he moved to California and became an actor. His mimicry and special effects skills were so accurate that the CIA approached him and offered him a position. He took the job offer. Through his work in the CIA, he eventually became associated and joined FOX-HOUND. Octopus can speak over 10 languages including English, German, French, Spanish, Polynesian and even Ebonics (stereotypical ghetto talk). When Octopus was assigned someone to impersonate his background check of the individual will include that of the persons mannerisms and their homeland's culture & history. In order to maintain the most realistic physical identity he has shaved his cheek, jaw and nose bones, as well as cut off his ears. Without his disguises, one would think he was a burn victim.

Octopus can walk in any manner he chooses by dislocating his joints. This meant that can also slip through narrow spaces like air ducts and the like. His sense of touch can be controlled enabling him to grip very hot or cold items (this is where he gets the name Octopus from). His metabolism must also be changed to match who he was impersonating. Because of this he had to constantly used steroids. When on a long term mission Octopus would even use the persons blood as well as receive a bone-marrow transplant (meaning he probably had type AB blood). However, the consequences of these missions are so severe that Octopus almost completely forgets who he really is. It would be almost as he became the person he imitated. He always asks the military for thorough mental de-programming after a mission was completed.

During the Shadow Moses incident, Octopus disguised himself as the DARPA chief, Donald Anderson, after the real Chief was 'accidentally' killed by Revolver Ocelot. However, during his meeting with Solid Snake, the disguised Octopus was killed by coming in contact with the FoxDie virus. Snake later found out from Vulcan Raven that the DARPA chief was really Decoy Octopus.

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Diane  
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Appearances: Metal Gear

Information:

A member of the Outer Heaven Resistance group. She was a former vocalist of Thin Wall, the positive punk band (riiight...). She used her female charm for intelligence activities in Outer Heaven. Having gone on several intelligence missions in Outer Heaven, she knew much about the soldiers and armaments of Outer Heaven. During Snake's mission to Outer Heaven, she was in contact with Snake and helped him past several traps. She apparently had some feelings for Snake, but never expressed them.

-----  
Donald Anderson  
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Bio:

Real Name: Donald Anderson  
Nationality: American  
Height: 185cm  
Age: 50's  
Voice Actor: George Byrd

Appearances: Metal Gear Solid  
Information:

The current chief of DARPA, Donald Anderson approved funding for the joint project between ArmsTech and DAPRA; the Metal Gear REX project. During a training exercise to test Rex, FOX-HOUND along with the Genome Army took control of Shadow Moses and took the DARPA chief among others hostage. FOX-HOUND's leader, Liquid Snake, demanded the password to activate Metal Gear, but Anderson held out on them. Ocelot then tried to 'persuade' Anderson on his torture device. However, the DARPA chief held out until the bitter end and died from Ocelot's torture. Decoy Octopus then disguised himself as Anderson and took his place in his holding cell. Solid Snake sees the real Donald Anderson when he is imprisoned by Ocelot.

-----  
Ellen Pettrovich  
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Appearances: Metal Gear  
Information:

Dr. Pettrovich Madnar's only daughter. She is a former Bolshoi Ballet star. She is kidnapped and used to blackmail Pettrovich into working for Outer Heaven. She, along with her father, are rescued by Solid Snake during his mission to Outer Heaven. She later leaves for the United States after that.

-----  
Emma Emmerich  
-----

Bio:

Real Name: Emma Emmerich-Danziger  
Nationality: American  
Age: 18  
Family: Julia Danziger -mother-, Hal Emmerich -step brother-  
Voice Actor: Jennifer Gale

Appearances: Metal Gear Solid 2: Sons of Liberty  
Information:

The step-sister of Hal Emmerich. Her full name is Emma Emmerich-Danziger. Members of her family call her "E.E." Emma and her step-brother, Hal, were very close. Since Hal didn't have many close friends, the two spent much time together, playing house and such. When Emma was six years old, she and her father (step-father actually, Otacon's father) were involved in a pool accident. She survived but her father did not. Emma called for her brother when it happened but he didn't come (Otacon was...err...see Otacon's section for more). After that, Hal left home. Emma blamed him for abandoning her when she needed him most. After that she grew a deep resentment for her brother. After the accident, Emma's mother took her to England and raised her there. After returning home to England, her mother married Robinson, a businessman.

Several years later, just before graduating from high school, Emma injured Robinson in self-defense during an alleged assault on her person (rape, domestic dispute, I dunno). As a result of this incident, she followed in the footsteps of her stepbrother, and left home to enroll in Oxford to become and majored in artificial intelligence and complex logic.

At this point, she was extremely angered by the fact that her brother failed to protect her. Consequently, she lost all family connections and became extremely resentful. While attending Oxford, she was noted for her success in a deciphering event sponsored by British GCHQ. After she graduated she was approached by the NSA for her computer genius which would be extremely useful in intelligence. Although she didn't join at first, the government leaked her the details of the Shadow Moses incident and her brother's involvement. Having a chance to get back at her brother, she joined them. As a test of her skill she was involved as one of the key crackers (professional hackers) in an incident that is famous among hackers. On January 24th 2000, the NAS facility in Fort Meade suffered a total system shutdown for a 73-hour period. The result was a full review of NSA's safety measures, which in turn led to the decision to shift the data-gathering operations to an isolated location that would be safe from physical attack as well as cyber-terrorism (in other words, the start of the Arsenal Gear project.)

Sometime after that, Emma became the lead programmer of the Arsenal Gear project. She created Arsenal's control core, GW, as well as its other functions. She also created a virus that could destroy GW if need be, a computerized version of FoXDie. When the Big Shell was taken over, Emma was made to do the final check to start Arsenal Gear and was then put in a flooded area of the Shell 2 core. Raiden later rescued her and the two set out to stop Arsenal before it went active. Emma also came into contact with her brother again after years of not speaking. While crossing an oil fence, Emma was attacked by Dead Cell member, Vamp and was mortally wounded. Solid Snake took her back to the computer room where her brother was waiting. After a short reunion with her brother, she died in his arms.

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Fatman  
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Bio:

Nationality: American

Voice Actor: Barry Dennen

Appearances: Metal Gear Solid 2: Sons of Liberty

Information:

A member of the Dead Cell unit. He was born the son of a clockmaker. During his childhood he was neglected by his parents and was without friends. He spent a lot of time by himself in his father's workshop working on clocks. He has had a tremendous fascination with clock mechanics. So much so that he would hang around in the clock section of department stores. At the age of ten he found a guidebook on the Internet that he eventually used to construct an atomic bomb. After that he became known as Fatman (Fatman was the nickname of one of the atomic bombs dropped during World War II). After that, Fatman became a legend among those in the area of explosives. This fame within the explosives field served to greatly boost his ego. However, he was shunned by everyone in his school. Because of this, he locked himself from the outside world and went on to focus all his energy on explosives. Fatman was also found carrying a gun to school to give him more attention.

Eventually, Fatman went to Indian Head, an exercise training facilities of the NSEOD (Naval School Explosive Ordnance Disposal) at which Peter Stillman was a lecturer. He learned all sorts of advanced bomb techniques. Indian Head was known for having a very high failing rate due to the extremely difficult curriculum. However, Fatman achieved extraordinarily high marks that were without precedent. After leaving Indian Head, he joined up with NEST (Nuclear Emergency Search Team), one of the most accomplished bomb disposal teams in the world. In there he apparently got in serious trouble and was ousted from the unit. He was then approached by Dead Cell. Fatman joined the unit and took revenge on his former unit in NEST. Through a surprise attack maneuvers conducted by Dead Cell, Fatman completely wiped out his former unit in NEST.

Fatman always had to have his hands moving. If he even had a bit of spare time, he spent it disassembling and assembling his Glock, over and over again. He's extremely vain about his hands -- keeps his fingers as slender and soft as a woman's. They say he's always looking at his hands, giving himself manicures. He also has a odd set of aesthetics, always leaving his cologne on his bombs. Because of his obesity and the fact that he wears a bomb blast suit for a large amount of time, he uses roller-skates to move around at great speeds.

During the Big Shell incident, Fatman was approached by the Patriots to 'test' Raiden for their orchestrated training exercise. In turn, Fatman would have the chance to kill his former instructor, Peter Stillman, and become the greatest bomber to ever live. Fatman jumped at the chance. During the operation, Fatman laid a trap and managed to kill Peter Stillman. However, Raiden soon diffused the last of the bombs as well as Fatman himself. His last words before he died were: "Laugh and grow fat!"

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Fire Trooper  
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Appearances: Metal Gear

Information:

Fire Trooper is a former member of Grenz Schutz Gruppe 9 (GSG9). He is a expert with the Flamethrower, being able to wield the weapon like a rifle. His life is extinguished by Solid Snake during Intrude F014.

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Fortune  
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Bio:

Real Name: Helena Dolph Jackson

Alias: Lady Luck

Nationality: American

Age: 20s

Family: Scott Dolph -father-, Colonel Jackson -husband-

Voice Actor: Maula Gale

Appearances: Metal Gear Solid 2: Sons of Liberty

Information:

The Leader of Dead Cell. Her real name is Helena Dolph Jackson. But she is known to her friends as Lady Luck. She received this name from her luck in battle. Bullets seemed to veer away from her in battle. It is said to make up

for her bad luck in life. During the Tanker incident her father, Commandant Scott Dolph, was killed. Soon after her husband, at that time the leader of Dead Cell, Colonel Jackson, was convicted of false corruption charges and sent to prison. Her mother then committed suicide over the grief of the loss of her husband. At the time, Fortune was three months into pregnancy and the shock of losing her family all at once led to her having a miscarriage. A few months after that, Fortune's husband died in prison. In short, within a six month period of time, Fortune had lost everything that mattered to her in life.

After that, Fortune joined the military. Her uncanny luck earned her a reputation in the forces. After that, she was appointment as the head of her husband's unit, Dead Cell. Being the widow their former leader, Dead Cell welcomed her with open arms. After that, Dead Cell became more and more erratic and the unit was eventually devastated. The surviving members, Fortune, Vamp, and Fatman, were approached by George Sears, the man who formed the group. Sears explained who he really was and his ambitions. He promised Fortune a chance to get back at the man who ruined her life, Solid Snake, if she and her unit helped him. She took up the offer.

During the mission, Fortune eventually fought and defeated Snake. However, she was soon betrayed by Solidus's ally Revolver Ocelot. Ocelot explained that all Fortune's misfortune and 'luck' had been because of the Patriot's doing. Fortune saved Raiden, Solidus, and Snake from Ocelot when he entered Metal Gear Ray and tried to kill them. She died soon after that.

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Gary McGolden  
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Bio:

Real Name: Gary McGolden  
Nationality: American  
Family: John Dee -cousin-

Appearances: Metal Gear Solid 2: Sons of Liberty  
Information:

The author of "The Shocking Conspiracy Behind Shadow Moses". A very paranoid man believing in all sorts of government conspiracies and alien contact with Earth. He was leaked information about the Shadow Moses conspiracy and had some quirky adventures finding out what happened. After he wrote his book, he disappeared, probably capped by the Patriot's goons... or maybe aliens got him. Will probably never know...

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George Franklin  
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Appearances: Metal Gear Solid 2: Sons of Liberty  
Information:

A book reviewer for the New York Mirror. He reviews Natasha's book "In the Darkness of Shadow Moses: The Unofficial Truth". His column is called "All Booked Up".

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George Kessler  
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Bio:

Real Name: George Kessler

Height: 188 cm

Weight: 90 kg

Appearances: Metal Gear 2: Solid Snake

Information:

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

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George Sears  
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Appearances: Metal Gear Solid 2: Sons of Liberty

Information:

Solidus Snake. But the public knew him by another name, President George Sears. Sears was appointed to presidency by the Patriots (the elections were and have been rigged). He had a rather uneventful Presidency during his term. The day after the Shadow Moses incident, President and his Russian counterpart were scheduled to sign the Start 3 Accord. The Start 3 would significantly reduce Russia and the US's supply of nuclear missiles. President Sears desperately wanted this one to go down in the history books, or so it was said. However, after the blunder that revealed the existence of the Metal Gear Rex project as well as the Genome Army (President Sears was publicly very much against eugenics experiments) forced Sears to resign from Presidency. He was then set up to be 'silenced' by the Patriots, but went into hiding by help of Revolver Ocelot.

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Gray Fox  
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Bio:

Real Name: Frank Yeager

Alias: Frank Hunter, Cyborg Ninja, Deepthroat

Nationality: American-Vietnese German

Height: 179 cm

Weight: 85 kg

Family: Naomi Hunter -adopted sister-

Voice Actor: Geoge Byrd

Appearances: Metal Gear, Metal Gear 2: Solid Snake, and Metal Gear Solid

Information:

One of the greatest mercenaries to ever live and also the highest ranked

member of FOX-HOUND; the only person ever to receive the Codename: Fox. His real name is Frank Yeager. Fox was born in Vietnam, his parents were Viennese and American-German. Fox's age is never given, but he may be a bastard child from the Vietnam War, or he might have been born beforehand. In any case, after the war, half-whites were discriminated against and forced to grueling labor. Fox was forced to work in hellish conditions day after day. A while later he met Big Boss, who helped him out of that hell. Fox then became a soldier, fighting in wars along side Big Boss and other young soldiers like himself.

During this period of his life, in a mission within Rhodesia (present day Zimbabwe), Fox met a girl in the middle of battle. The girl was searching for her parents. Horrified, Fox realized that he had killed her parents. However, he could not bring himself to kill the half-starving young girl. Fox shared his rations with the young girl and protected her during the battles. The two eventually made their way to Mozambique. There, Fox was captured by enemy soldiers and held in a prison camp. Suffering horrible torture from the enemy, Fox's future looked bleak. However, Fox was saved by his old benefactor from Vietnam, Big Boss. Big Boss rescued Fox and took him and his adopted sister to America. There, his sister was bought a new identity and papers and remained there. Big Boss and Fox returned to Africa to continue the war. This was probably around the late 80s to early 90s.

In 1989, Fox met a woman in Calgary. Her name was Nastasha Markova. She and Fox (going by the name of Frank Hunter), fell in love. The two tried to escape the country and seek asylum in the United States, but they would not grant the two a green card. Having failed to escape with her and knowing only of war since he was a child, Fox returned back to the fight alongside Big Boss. He never saw Natasha again.

After Big Boss was injured in battle and forced to retire to the frontlines, Fox joined Big Boss's newly formed "Fox-Hound" unit. After his preliminary training after being recruited, Fox joined as the highest ranked member of the unit. He then received his codename: Gray Fox (yeah, I should have been calling him Frank beforehand...but that just doesn't sound right). The following years Fox went on many missions in Fox-Hound. There, he met a young rookie named Solid Snake. The new recruit, still green at the time, became Fox's friend. Fox showed Snake the ropes of being in Fox-Hound. Although they were friends, they never spoke of each other's past. In 1995, Gray Fox was sent in to the armed fortress nation, Outer Heaven, to gather information about the area. This operation was called "Operation Intrude N313". Fox infiltrated the area but was captured by Outer Heaven's elite soldiers. He made one last transmission before being captured:

"...Metal Gear..."

Fox was later rescued by Solid Snake, who had been sent in after Fox had failed. Later, after Snake defeated Big Boss, Fox followed his commander after he fled to the Middle-East. Fox helped Big Boss establish the fortress nation, Zanzibar Land, and became Big Boss's most trusted lieutenant. Eventually, Fox's former unit, Fox-Hound, dispatched an operative to stop Zanzibar. Fox discovered that this operative was none other than his old comrade, Solid Snake. Fox, still remembering his friendship with Snake, contacted Snake several times claiming to be "one of his fans" and helping him. Fox attacked Snake using the new Metal Gear model and unknowingly killed his former love, Natasha. Later on, in the 100th floor basement, Fox battled Snake in the fearsome Metal Gear D. Snake defeated the powerful machine however. Fox escaped to a small room where he challenged Snake to a fight to the death. In the middle of a minefield, Snake and Fox engaged in mortal combat. After a long, hard battle, Snake came out on top, knocking Fox into a mine. Snake and

Fox talked for one last time. Before he died, Snake told him, "You're not alone Frank. Natasha waits for you on the other side..." Fox remembered the woman from his past. He thanked Snake for being his friend. He then died... However...this was not the end of Gray Fox...

After the Fall of Zanzibar, Gray Fox's body was recovered by the government. The head of medical staff at FOX-HOUND, Dr. Clark, planned to Fox's body to perform all sorts of genetic experiments. However, the experiments must be performed on a living being, so Fox was fitted with a prototype exoskeleton and "revived" by Clark. For years he was heavily drugged and used as a human guinea pig for the experiments. Eventually, Fox escaped and killed Dr. Clark and went into hiding with the help of his sister, Naomi. During this time, all Fox could think about was to have one last fight to the death with Solid Snake. In the years Fox had been gone, Naomi had joined Fox-Hound in hopes of getting revenge on Snake. When the Shadow Moses takeover went down, Naomi discovered that they were calling in Solid Snake to stop them. She informed her brother that Snake would be at Shadow Moses. Fox then departed to Shadow Moses a few hours before Snake arrived. He hid in the shadows, killing all those who saw him. Eventually when Snake arrived, Fox found him battling a man using an old Colt S&W revolver. An old, important looking man was tied to a column surrounded by C4. Fox saw that the man was a skilled fighter, but he wanted Snake to be in top condition for their battle. After the man sprung out from behind a column, Fox saw his chance to end the fight and sliced off the man with the revolver's hand. He also cut down the bound from his trap before the C4 exploded. Fox then confronted his old friend. Snake asked who the hell he was and the soldier replied:

"I'm like you, I have no name."

However, just then, Fox's need for his medication (he's still dependant on it to survive) kicked in, forcing him to retreat. During his time recuperating, Fox helped Solid Snake along the way to there final battle. He went under the name of "Deepthroat" for these transmissions with Snake. Using information leaked by Naomi, Fox found out that Snake was heading for the lab area to meet an engineer there. Along the way to the labs, Fox was ambushed by a group of soldiers. He quickly and brutally dispatched the troopers and continued on. He then went after the engineer, Hal Emmerich. Before he could deal with him, Snake arrived and stopped Fox. The two talked a bit and Fox engaged Snake in battle. Memories of the past rushed back to Fox as the two fought. Surprisingly, Snake had improved even more since Zanzibar and was even more skilled of a warrior. After Snake had gained a bit of a upper hand, Fox's need for his medicine kicked in again. Before he left, Fox revealed who he really was, shocking is former comrade.

Fox disappeared for some time until near the end of Snake's mission. Snake was battling the terrorist leader, Liquid Snake, in the new prototype Metal Gear. Snake was nearly killed by Metal Gear, but Fox rushed in to save him at the last moment. He then revealed that he was really Deepthroat, who had been helping Snake. Fox then blasted and severely damaged Metal Gear's weak point, the Radome. Fox and Snake then took cover for a moment and talked. He revealed to Snake that he was the one that killed Naomi's parents. He pleads with Snake to tell Naomi that he was the one who did it. He then says he has one more present, he'll stop it from moving. Gray Fox then rushes out and skillfully dodges Metal Gear's gunfire. However, he is not quick enough to avoid a laser blast that tears his arm off. Still able to fight, Fox lands on a ledge, only to be greeted by the front of Metal Gear smashing him into the wall. Liquid Snake taunts Fox telling him that in the Middle East they hunt Jackals and starts crushing his strong exoskeleton. Fox yells to him, "A cornered Fox is more dangerous than a jackal" and blasts the Radome to bits. This causes Metal Gear's cockpit to open leaving Liquid Snake vulnerable to attack. Fox then

screams for Snake to fire the Stinger and destroy Metal Gear. However, Snake can't bring himself to do it since it will kill Fox as well. Fox then tells Snake how his suffering will finally end. Metal Gear then pushes Fox from the ledge and crushes him under its foot. Before he passes on, Fox tells Snake:

"Were not tools of the government, or anyone else. Fighting was the only thing -- the only thing I was good at. But... at least I always fought for what I believed in. Goodbye, Snake..."

Metal Gear then crushed him completely under its might. And so ended the life of the warrior known as Gray Fox...

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Hal Emmerich  
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Bio:

Real Name: Hal Emmerich

Alias: Otacon

Nationality: American (Jewish)

Height: 177 cm

Weight: 62 kg

Age: 30's

Family: Emma Emmerich -step-sister-

Voice Actor: Christopher Randolph

Appearances: Metal Gear Solid, Metal Gear Solid 2: Sons of Liberty

Information:

Hal Emmerich is a brilliant scientist and engineer who worked for ArmsTech. He was named after the Hal supercomputer of 2001 Space Odyssey. Hal has always hated his name and prefers to be called Otacon for his love of Japanese anime. Otacon comes from Otaku Convention. Otaku comes from the Japanese word for house, in other words, a person who's at their house a lot. However, it is now slang for someone who enjoys anime (however...its still pretty much calling yourself a dork...I've never seen anyone call themselves an Otaku). Hal had a bit of a troubling childhood. He never had any close friends and he spent most of his time locked up in his room on the computer. This eventually got him into some trouble when he hacked into ArmsTech's computers and caused some chaos.

After Otacon's father divorced her first wife and remarried, Otacon had a step-sister named Emma. Since Otacon didn't have many friends, he and Emma were around each other a lot and were very close. However during this time, Otacon's step-mother, Julia, seduced Otacon and they had a relationship. It went on for some time until Otacon's father found out about the two. When he found out, he couldn't bare the thought of being cheated on with is own son and took his own life in the family's swimming pool. Emma was also in the pool at the time and nearly drowned as well. She called out to Otacon whose room was in plain view of the pool, but he didn't come. Although this is mere speculation, it heavily implies that Otacon and his step-mother were...\*cough\* ...at the time... After Otacon's father's death, he departed from home. Otacon probably enrolled in college afterwards...I don't know his age so I'm not sure (if he went to college, it might have been Oxford since Emma "followed in his footsteps").

At the end of the 20th century, the world was facing a crisis from the Y2K bug. Otacon wrote a program that would correct the problem and was harold the savior of the computer world. However, Otacon did not copyright his work and

it was taken by another company and Otacon received no money for it. Ironically, his program would be used for the GW's sub-system made by the Patriots. Sometime after that, Otacon was employed by ArmsTech, the same company he hacked when he was younger. Otacon was made the Chief Engineer for ArmsTech's top secret project: Metal Gear Rex. Otacon naively believed that the Metal Gear was a mobile TMD (Theater Missile Defense) system.

During the Shadow Moses takeover, Otacon was locked in his lab and forced to do the final checks on Metal Gear by the terrorists. During his time in captivity, Otacon developed Stockholm Syndrome, falling in love with Sniper Wolf. Later on, Otacon was attacked by a man in a cyborg ninja like appearance. The ninja approached Otacon who promptly pissed his pants. Another man, wearing a bluish uniform, confronted the ninja. Otacon thought it was like a scene straight out of one of his animes. While the ninja was distracted, Otacon ran and hid in a nearby locker. After several minutes of battle between the two men, one of the men came to Otacon's locker and asked him if he's gonna ever come out. The man introduced himself as Solid Snake. Snake asked Otacon about his creation, Metal Gear. Otacon explained that it was a mobile TMD used for defensive purposes. Snake grabbed Otacon and demanded he tell the truth, saying that Metal Gear was a "nuclear equipped, walking death-mobile." Otacon tells him that he didn't know anything about it. He soon breaks down in anger.

Otacon explains his families dark history laced with nuclear weapons. Otacon's grandfather was a member of the Manhattan Project and Otacon's father was born on August 6th 1945, the day of the Hiroshima bombing. Snake calms him down and they talk some more. Otacon explains his reasons for becoming a scientist and other banter. Snake asks Otacon to help him over Codec to destroy Metal Gear. After they talk some more, Otacon shows Snake his stealth camouflage before he leaves.

Later, when Snake is stuck in a cell after being captured, he contacts Otacon and asks him to find him a way out of her. Otacon arrives and gives Snake rations, some ketchup, and a keycard to get out of the room. Snake tells him that he has to take out the guard and get him out of there. Hal tells him that he can't "take anyone out" and he'll be killed. He regretfully leaves Snake. Later, when Snake escaped his cell, Otacon met up with Snake at the Communications Tower. He wanted to ask Snake if "love could bloom even on a battlefield." Snake said he thought love could bloom anywhere, but you have to be able to protect the one you love. They talk some more and Otacon leaves. The next time Otacon and Snake meet, Otacon's love, Sniper Wolf, was lying in the snow on the brink of death. Otacon breaks down crying at the sight of Wolf dying. Wolf asks him to get her gun for her. Otacon does so and then says his goodbyes. Snake then ended her life... After that, Otacon screamed to Snake asking him what was he fighting for? What was Wolf fighting for? What are you fighting for? Snake says if they make it, he'll tell him.

Otacon is contacted by Snake yet again when he asks him to find out some information on the PAL Card. Otacon hacks into the system's computers and finds out quite a bit about ArmsTech and also the existence of a new stealth nuclear missile. Otacon eventually finds out about the PAL card's secret and tells Snake. Some time after that, Otacon helps Snake yet again when he tells him how to destroy Metal Gear Rex. Later, after Snake defeats Liquid and saves Meryl, Otacon says he'll stay behind and open the security doors so Snake and Meryl can escape. Snake thanks him as he signs off.

After that, Otacon was rescued off of Shadow Moses island. A while later, he and Solid Snake formed a group called Philanthropy, an anti-Metal Gear organization officially recognized by the United Nations. Otacon and Snake took out several Metal Gear variants around the world after Metal Gear became

a public weapon. Several years later, in the year of 2007, Otacon got a tip from someone calling themselves "E.E.". Otacon recognized the name as her step-sister's nickname. The tip was that a Tanker loaded with a new Marine developed Metal Gear prototype was being transported upriver. Philanthropy dispatched once more to take pictures of the new Metal Gear in development. Otacon helped Snake throughout the mission, giving him advice and proverbs like Mei Ling did. However, the mission ended badly and Snake was nearly killed. Otacon and Snake were set-up and labeled as terrorists for the Tanker sinking.

Otacon and Snake kept a low profile for the next two years until the take-over of the Big Shell. Otacon made "arrangements" to enter the base along with SEAL Team 10. During the operation he met Raiden who was also on a mission to stop the terrorists. Later on in the operation, Otacon was reunited with his step-sister after 10 long years apart. However, the reunion did not last long as Emma was mortally wounded by Dead Cell member, Vamp. E.E. and Otacon talked one last time before she died. Otacon broke down in tears at the loss of his sister. Snake convinced him to come to his senses and use the Kamov chopper to escape with the hostages. Eventually, along with Emma's parrot, Otacon escaped the Big Shell just as it sunk into the sea. After that Otacon gave Raiden and Snake support over Codec for the remainder of the mission. After the Big Shell mission was over, Otacon used the recovered Fox-Die computer virus disc to find the names of the Patriots. The story of Hal Emmerich is not yet over...

\*After a few requests, here it is. This is a complete list of all of Otacon's "proverbs" from the tanker chapter. Some pretty funny stuff\*

\*These are only found in the Tanker chapter. You can get the first series of Proverbs by saving with Otacon prior to leaving the Engine Room after the fight with Olga. The second half you can get after you pass the Engine Room.\*

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Otacon:

Snake, you of course know the saying "One for all, all for one."

Snake:

What is this, all of a sudden?

Otacon:

Oh, I figured you'd need a lot of motivation, so I came prepared. It's from 'The Three Musketeers' -- the book, not the candy bar. Anyway, it means that if you go up against everyone by yourself, they'll gang up on you too. I think. Since you're on your own on that ship, you need to take this to heart and avoid confrontations. How was that? Just like the old days, huh?

Snake:

Almost reminds me of Mei Ling, but... You sure you got it right?

Otacon:

Of course! And I'll teach you a lot more of these, you can count on it.

Snake:

Great...

-----

Otacon:

Okay... There's a saying that goes "even a bird on high dies a glutton's death, as do the fish of The Deeps." The lesson is -- er, don't be greedy. The

fish that belonged to a family called the Deeps died from overfeeding, and so did a bird that got high on something -- probably fermented fruit.

Snake:

...Okay. If you say so.

Otacon:

I do, Snake. Don't take unnecessary risks just because you're greedy for more Items. Remember the Deep family's fish.

-----

Otacon:

Another Chinese proverb: "Those who look to the Heavens prosper, those who defy it are no more." Do you know this one? The meaning here is -- hold on a sec -- that you can only survive as long as you're a part of the natural order of things. You remember pre-ripped jeans? Manufacturers thought that just because people loved old, broken-in jeans, they would want to buy new jeans that looked old. So they purposefully --

Snake:

What do jeans have to do with nature and order?

Otacon:

Denim should fray and rip on its own, naturally. Right? Some designers tried to go against that, and -- no one bought them! The earnings report from that fiscal year is enough of a proof!

Snake:

Earnings...?

-----

Otacon:

Hey, Snake, what's "Hardest won, most easily lost"? It's time, get it? Amazing how relevant these Chinese proverbs still are! Once the moment's gone, it's gone. Except for daylight savings time, of course. That extra hour to do anything you like with every autumn... gotta love it. Then again, you lose an hour every spring, so I guess the proverbs are right. Wow, they thought of everything.

Snake:

Did they even have daylight savings back then?

Otacon:

Of course not! They knew how to save time. We're the ones that need to be tricked into it.

Snake:

But you said --

Otacon:

The moment never returns, Snake. Let's not waste it on idle questions.

Snake:

Okay...?

-----

Otacon:

The Chinese have a saying: "Those who are lost never question a path, and a drowning man doubts not the shallows." And it means -- means that you need to make use of other people's help. Otherwise, you could be in trouble. If you're lost, you don't even know whether a road you come across is a right one, and, uh, what's the difference between shallow and deep if you've already drowned... right? Anyway, the point is that help is always a good thing to accept. So make good use of the Codec.

Snake:

Look -- this stuff seems nothing like what Mei Ling used to talk about.

Otacon:

Hey, she couldn't do better herself!

Otacon:

"Acquaintances agree. Friends argue." That's a straightforward one. The better friends you are, the more openly you can disagree with each other. So feel free to present a counterpoint if you don't agree with what I'm saying. Argue away!

Snake:

Sure. All right.

Otacon:

...Not a promising start. OK, forget what I said -- just go along with my advice.

-----

Otacon:

Do you know the saying "One forgets the hurt once the wound has healed"? And that of course means -- uh -- where'd I put that piece of paper --

Snake:

Did you say something?

Otacon:

No, nothing. So, uh, forgetting the pain when the wound's healed means... Um -- That you have to get better fast! Yeah, that's it. So stock up on those rations and bandages.

Snake:

Is that really all it means?

Otacon:

Hey, I'm the expert here.

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Otacon:

Snake, have you heard this one? "Evil is human nature, and his entire being, falseness." The concept of so-called Original Sin. The idea that you're born bad, so you can't help doing bad things...

Snake:

Hold on. I thought the idea of Original Sin was that you had to work even harder at being good because you were born evil!

Otacon:



Er -- oh yeah, that too. Very good, Snake.

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Otacon:

You know the story about Achilles and Paris? The moral here is -- er -- something about his heel? Anyway, even the great and virtually immortal hero Achilles was finally done in by Paris. Talk about a dangerous city. So don't get complacent. The mission can turn around and get you.

Snake:

Wasn't Paris a person? Paris. I thought he was a --

Otacon:

Snake, there's a time and place for conspiracy theories. Please, I'm trying to concentrate here.

Snake:

Huh? Ah, sorry...?

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Otacon:

Do you know the saying "those who walk a hundred leagues think not that their journey is half ended until the ninetieth league"? That means... -- what does it mean -- OK. It means that if you're planning to walk that far, you'd better damn well know how to do simple arithmetic. Study! Stay in school!

Snake:

This seems to be getting more and more random.

Otacon:

Correction -- it's becoming more deep. Trust me.

-----

Otacon:

OK -- "A frog in a well knows not of the great ocean." Hey, I don't like this one at all. Trapping a little frog in a well? That sucks, that's really cruel. Of course it's not going to see the big blue sea the lack of sunlight alone will kill it pretty quick. Sure, locking someone up is a good way to make sure they don't see what you don't want them to. But this is a terrible saying, and I don't like it at all. Poor little froggy...!

Snake:

...I really think you've got this one wrong.

-----

Otacon:

The Chinese have a proverb that goes "Scholars hold in esteem knowledge, not acts." See, they just sit around thinking, instead of actually doing which doesn't make them too useful. Action is what matters! I think.

Snake:

Look, what I heard from Mei Ling was that --

Otacon:

Snake, have you noticed that you bring her up a lot?

Snake:

Huh? That isn't the --

Otacon:

Here we go again. What am I going to do with you? Like I was saying -- You and your hyperactive libido. It's a good thing one of us can keep all the details straight.

-----

Otacon:

This is my favorite Chinese saying: "Better to be first among roosters than last among bulls." Of course, the meaning's clear: If you have to choose between being a chicken or a cow, pick the chicken. Cows are always being messed with by aliens -- cattle mutilations are up, you know. Why go looking for trouble, right? If an enemy spots you, you'll be in more trouble than a cow on a UFO. You stay out of their sight!

Snake:

Why would aliens be in an old Chinese proverb?

Otacon:

Everyone knows they've been visiting us for thousands of years.

Snake:

...News to me.

-----

Otacon:

Snake, do you know the Chinese proverb "Care avoids err"? Kung Fu word meaning "what." There are some linguists who think that this accounts for an almost universal utterance of the syllable "er" when people are at a loss for words. A kind of vestigial --

???:

What a crock! What did you do with that little cheat sheet I made you!

Otacon:

Er --

???:

Oh, there it is -- Hey!

Otacon:

Er, that's really a...

???:

How could you do that! You know how busy I am and you -- !!

Otacon:

It's not what you think...

???:

Oh, so what am I thinking?

Snake:

What's going on over there?

???:

Oh, hi, Snake. Do you know that Otacon's been --

Otacon:

Er, Mei Ling, we're in the middle of a mission and everything! So can we, you know...

Mei Ling:

Fine. Sure. And Snake, the real meaning of "Care avoids err" is that if you're cautious, you can avoid making serious mistakes. Even if you've gotten used to the mission, watch what you do. Good luck!

Otacon:

Yeah, Snake! Good luck!

Mei Ling:

You, I'm not done with.

Otacon:

Ack... Let's discuss this, shall we?

-----

Otacon:

Err...

Snake:

What happened to Mei Ling?

Otacon:

Heh. She got mad and went offline.

Snake:

What did you do?

Otacon:

Nothing! Now don't we need to get back to the mission? So much to do, so little time...

Notes:

Otacon was originally going to be a fat guy who carried around a chocolate bar. o\_O

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Holly White  
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Bio:

Real Name: Holly White

Nationality: American

Height: 167 cm

Age: 20's

Appearances: Metal Gear 2: Solid Snake

Information:

Holly is an American free-lance journalist. Born from a French mother and an English father, she became interested in literature at an early age. Holly was awarded the Pulitzer Prize for her shocking Afghanistan report. Moreover, she

is famous as a documentary program director for KTV, and won a Grammy Award for her documentary, "Unknown Bloodstream". Her fame has multiple aspects, like once being contracted as a fashion model for "Vogue" magazine. Later on, she actively utilized her position and honor to the extreme, and became a spy for the CIA.

Holly infiltrated Zanzibar Land under the guise of a journalist. During Snake's mission, Holly supplied Snake with support and information on Zanzibar. Midway through Snake's mission, Holly was captured and imprisoned by the enemy. She was later rescued by Snake and later escaped with him at the end of the operation. She and Snake had made a dinner appointment after they escaped, however Snake disappeared into the night before Holly had the chance. Holly is probably still enjoying a successful career to this day or she's an old, bankrupt, has been... =)

-----  
Iroquois Pliskin  
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Appearances: Metal Gear Solid

Information:

Iroquois Pliskin, Lieutenant Junior Grade. This is the alias Solid Snake took when he first met Raiden. At the time, Snake was posing as a Navy SEAL and didn't trust Raiden. He used this alias until the battle with the Harrier 2 on the Shell 1 and Shell 2 connecting bridge.

Notes:

Pliskin is referring to Snake Pliskin (Escape from New York, played by Kurt Russel) in case you're wondering.

-----  
Jackson, Colonel  
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Appearances: Metal Gear Solid 2: Sons of Liberty

Information:

The original leader of Dead Cell and Fortune's husband. Jackson was framed by the Patriots for corruption charges in order to carry out their plans for his wife (long story...) He was sent to prison in Leavenworth. During his imprisonment he lost the will to live and died soon after. With his death, Dead Cell went out of control and began to become more and more erratic.

-----  
James Johnson, President  
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Bio:

Real Name: James Johnson

Nationality: American

Age: 40's

Voice Actor: Paul Lukather)

Appearances: Metal Gear Solid 2: Sons of Liberty

Information:

The 43rd President of the United States of America. James Johnson was a son of a US senator and was put into office by the Patriots (the tight political race

between him and his opponent was orchestrated by the Patriots). President Johnson wanted absolute power and to be part of the Patriot's Wisemen's committee. His ambition led him to join his predecessor, George Sears (Solidus Snake) in taking over Arsenal Gear to use as a bargaining chip to get him in. However, when Solidus sook to fight the Patriots, Johnson backed out of the deal. Raiden later met up with the President in the Shell 2 core. Johnson expected Raiden to be his assassin, not to be trying to save him. The President then informed Raiden of Arsenal Gear and the existence of the Patriots. He then demanded Raiden kill him in order to stop Arsenal Gear from going active. Revolver Ocelot, however, would be the one to end the Johnson's life. In his last moments, Johnson orders Raiden to Find Emma and stop Arsenal Gear.

"This is my last order...as your Commander-in-Chief... I'm counting on you..." he says to Raiden with his last breath.

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Jennifer

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Appearances: Metal Gear  
Information:

Jennifer was a member of the Outer Heaven resistance. Her brother was captured and taken as a POW by the Outer Heaven's forces. Jennifer snuck into Outer Heaven posing as one of its medical staff in order to find her brother. When Snake's mission is taking place, a POW gives Snake her frequency. Jennifer helped Snake during the operation both over transceiver as well as physically. Snake found and rescued her brother during his battle with Coward Duck.

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Jennifer

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Appearances: Metal Gear Solid 2: Sons of Liberty  
Information:

A hostage taken during the Big Shell operation. She might be the same Jennifer as from the 1st Metal Gear, but in all likelihood it is just a Easter egg for long-time fans.

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Jim Houseman

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Bio:

Real Name: Jim Houseman  
Nationality: American  
Age: 60's  
Voice Actor: Fredrick Bloggs

Appearances: Metal Gear Solid  
Information:

The Secretary of Defense during Shadow Moses. Jim Houseman was in operational control from an E-3C AWACS during the Shadow Moses incident. Houseman was good friends with the ArmsTech President, Kenneth Baker (the DARPA chief being his friend was a screw-up. More on that later). The Genome Army as well as the Metal Gear Rex projects were both initiated by Houseman acting alone. When

Metal Gear Rex was destroyed, Houseman took over complete control of the operation and placed Campbell under arrest for the crime of high treason. Houseman then contacted Solid Snake and informed him of his intentions and what was happening. He planned to destroy Shadow Moses and all the evidence of the operation using a nuclear warhead and then cover it up explaining it was a terrorist act. Houseman then said he might have a change of heart if Snake handed over the Optical Disc with Metal Gear's test data. Snake told him he didn't have it. Houseman taunted Snake before he left:

"Well, the bombs will be dropping soon and you two have a lot of catching up to do. Farewell..."

However, this did not fall in line with the Patriot's plans. The shadow organization stepped in and canceled the orders and place Campbell back in operational control. Richard Ames, who was overseeing the operation, contacted Houseman and informed him that a air strike was a bad idea and had been aborted. He then had Houseman restrained and told him he was to take the fall for the blunder. Houseman would not accept this and several days later took his own life. And that, as they says, is that...

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John-Dee

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Bio:

Real Name: John Dee  
Family: Gary McGolden

Appearances: Metal Gear Solid 2: Sons of Liberty  
Information:

The cousin of Gary McGolden, the author of "The Shocking Conspiracy Behind Shadow Moses". John-Dee is a hardcore Alaskan and a big-eye tuna fisherman. He helped Gary on his way to Shadow Moses.

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Johnny Sasaki

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Appearances: Metal Gear Solid, Metal Gear Solid 2: Sons of Liberty  
Information:

A Genome Soldier that was involved in the Shadow Moses takeover. He gets the flu (which he can later give to Snake) while stationed in Shadow Moses. He was the sentry guarding Meryl's cell. When Meryl escaped, she beat up Johnny and stole his entire uniform (and I mean ENTIRE, right down to boxers). Later, Johnny is the guard who is assigned to watching Snake's cell. When Snake escaped Johnny gave chase. However, before he could stop Snake, Johnny caught another case of the runs and retreated to the bathroom.

Johnny somehow evaded being sent away with the rest of the Genome Army after the incident and somehow got stationed as a guard at the Big Shell (or maybe he was part of Gurlukovitch's men...I dunno...) In any case, Johnny caught another case of the flu there and spent much of his time in the bathroom. When Emma Emmerich was crossing the oil fence at the Big Shell, Johnny caught her and held her up. However, his deep fear of girls led him to letting her go and sending him back to the bathroom ("cute girls will give you a case of diarrhea"). Who knows what happened to Johnny after that... I wouldn't be surprised if he popped up in the next Metal Gear game.

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Julia Danziger  
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Bio:

Real Name: Julia Danziger

Family: Emma Emmerich -daughter-, Hal Emmerich -step-son-

Appearances: Metal Gear Solid 2: Sons of Liberty  
Information:

Emma Emmerich's biological mother and Otacon's step-mother. Julia married Otacon's father after her first marriage ended in divorce. During the marriage, she and her husband's son, Hal, had a relationship. Once her husband found out, he drowned himself in the family's pool. After that her step-son/lover departed from home and she and her daughter departed for England. She still kept in contact with Otacon through letters after he left.

-----  
Kenneth Baker  
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Bio:

Real Name: Kenneth Baker

Nationality: American

Height: 185 cm

Age: 70's

Voice Actor: Bert Stewart

Appearances: Metal Gear Solid  
Information:

The President of the weapons development company, ArmsTech. Kenneth Baker is a strong advocate of nuclear deterrence (if you nuke us, we'll nuke you). His company had since fallen into debt and was on the verge of bankruptcy after it lost its bid for developing the Next-Generation line of Jets for the army. Although ArmsTech's model jet was more advanced than its competitor, it also cost more and through under the counter dealings, the competition won the contract. Fearing the loss of his company, Baker started the development of a black project: Metal Gear REX, along with help from DARPA.

After the exercise at Shadow Moses, Baker was to give Metal Gear's test data to his good friend, the secretary of defense, Jim Houseman. However, when the Shadow Moses takeover went down, Baker was taken hostage along with the DARPA chief. Baker then went through extensive torture until he told Fox-Hound his password to activate Metal Gear. After suffering Ocelot's 'sport', Baker eventually talked. After that, Ocelot broke his arm and tied him to a trap surrounded by C4 in order to lure out the intruder, Solid Snake. Eventually Snake arrived and defeated Ocelot. Baker was released by the help of a unknown, ninja like soldier. After that, Snake and Baker talked some and the President handed him over the Optical Disc with the Metal Gear test data. Sadly, Baker did not survive the encounter as he was soon killed by a heart attack (actually Fox-Die).

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Kio Marv, Dr.  
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Appearances: Metal Gear 2: Solid Snake  
Information:

Dr. Kio Marv, best known as the man who created "OILIX". Kio was a Czech scientist who studied bio-technology. In the east he was conducting a study on fertilizer evolution planning using bio-masses. By accident, he discovered the "OILIX" prototype in one of his experiments. He made improvement after improvement on it, and the world spotlight shined upon him and his achievement. Marv had no family, but was regarded as a "video game maniac". He himself designed many games and was thought of as a quality game designer. He developed most (if not all) his games for the "legendary" MSX. On his way to America to join the "International Energy Problem Conference", he was kidnapped and taken hostage by the small 3rd World country of Zanzibar Land.

Fox-Hound dispatched its best operative, Solid Snake, to retrieve Dr. Marv as well as the formula for OILIX. It seemed, however, that Dr. Marv was not destined to escape as he was murdered by his colleuge (who was his enemy all along), Dr. Pettrovich Madnar. Although Dr. Marv would not live to escape, the formula for OILIX was retrieved by Snake before his escape (it was encoded into a MSX cartridge). Dr. Marv was truly one of the leading scientists of his day.

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Kyle Schneider  
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Appearances: Metal Gear  
Information:

The leader of the Outer Heaven resistance. Schneider was a former architectural engineer. He was forced to help build Outer Heaven upon its creation along with many other natives. Schneider escaped from Outer Heaven and formed a resistance group after his wife and children were murdered. Having helped in its construction, Schneider knew much about Outer Heaven's layout and helped Snake pass traps and the like during his mission there. Upon some investigation, Schneider came to find that Snake's CO, Big Boss, was really the leader of Outer Heaven, but was captured and killed before he got the chance to inform him.

-----  
Liquid Snake  
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Bio:

Nationality: British-American  
Height: 183 cm  
Age: 30's  
Family: Big Boss -father-, Solid Snake -brother-, Solidus Snake -brother-  
Voice Actor: Cam Clarke

Appearances: Metal Gear Solid, Metal Gear Solid 2: Sons of Liberty  
Information:

Liquid Snake, the (at the time) leader of Fox-Hound and the man who headed the Shadow Moses takeover. Produced from the Les Enfants Terrible project, he is Solid Snake and Solidus Snake's brother. At birth, Liquid was given from the US government to the British government. This was to measure effects of acquired surroundings and not only inherited traits. Under MI5 (England's



secret service agency) he was educated and received combat training. He is fluent in seven languages such as English, Spanish, Malay, French, Japanese, and speaks Arabic like a native. He did not serve in any formal or official military but instead made his living as a mercenary and hired assassin.

Due to his appearance, which cannot be linked to any nationality, as well as his extraordinary fighting skills, he was recruited by the SIS (the British Information Agency) to act as a sleeper (spy) in the Middle East for espionage and similar activities. To further vitalize his skills, he was put in real combat in his teens. In his late teens, he worked for the SAS (British special forces) to destroy the mobile SCUD missile launchers during the Gulf War. However, during the mission he was captured and became a Prisoner of War of Iraq and disappeared. Due to his outstanding battle skills he was brainwashed and used for terrorist activities in the Middle East.

Due to his experience in Middle Eastern nations, he can withstand extreme heat and cold from his time in the deserts. He was also a avid jackal hunter (the middle-eastern equivalent of fox hunting.) Liquid also despises his "father" Big Boss and his brother Snake seeing as he was told he was the inferior member of the Les Enfants Terrible project. Liquid desperately hunted down Big Boss to free himself from the burden of his birth. After the Uprising of Zanzibar, Liquid Snake was approached and became an operative in Fox-Hound. Eventually he made his way up to leader of the unit.

After he gained control of the unit, Liquid eventually learned of the new Metal Gear prototype and the Genome Army. When Fox-Hound was assigned to Shadow Moses at the Metal Gear Rex testing, he used his unit with aid of the Genome Army and took control of the facility. He knew that Solid Snake would be called in to stop them and this would be his chance to get revenge on the man who denied him the chance to kill Big Boss. During Snake's mission, Liquid posed as Snake's old comrade, Master McDonnell Miller, and secretly gained information as a spy. He also battled Snake using a Hind D when his brother reached the Communications Tower.

Later on, Liquid tricked Snake into activating Metal Gear Rex and revealed that he was really posing as Master Miller. Liquid then battled Snake using the new Metal Gear and succeeded in killing former Fox-Hound member, Gray Fox, during the battle. Snake eventually succeeded in destroying the massive weapon but Liquid still lived. Liquid tied up Snake and dragged him to the top of the ruined Metal Gear (Snake was knocked out from the explosion.) On top of the beast, Liquid explained about the Les Enfants Terrible project and other matters. Liquid had also brought along Meryl, who had been captured earlier, and set off a timer attached to a nuclear bomb. The two Snakes then engaged in battle. Liquid, the 'inferior one', could not defeat Snake and was knocked from the top of Metal Gear to his apparent death. However, Liquid was STILL not dead. While Snake and Meryl were escaping in a jeep, Liquid pursued the two and a car chase to the surface ensued. The chase ended with a crash at the exit. Snake and Meryl were trapped under their jeep, but Liquid, driven mad by his desire to kill Snake, approached the two and aimed his rifle. But before he could finish the deed, the deadly Fox-Die virus kicked in. Liquid slumped to the ground and uttered his last word:

"Fox..." In which Snake replied, "...Die". Liquid reached out to his brother and then went limp and slumped over dead. However...that was not the end of Liquid Snake...

After that, Liquid's body was recovered by an organization that Solidus Snake had connections to. For unknown reasons, Revolver Ocelot had Liquid's arm grafted onto him (his own hand was sliced off by Gray Fox previously) by the best surgeons in the world. This however had some...side-effects. Ocelot

would go through sudden, intense moments of pain from the arm. During the Tanker incident, Liquid actually took over Ocelot's body and attacked Snake. Liquid manifested himself through Ocelot once again while Ocelot was about to kill Snake and Co. in Metal Gear Ray. After a speech, Liquid revealed that he was the one who informed Otacon of the Big Shell being attacked by Dead Cell and Liquid himself had aspirations to destroy the Patriots. It seems that Liquid 'choose' Ocelot in order to find the names of the Patriots from the mind of a Patriot spy. After that Liquid took off in Metal Gear with Solid Snake following right behind. It is unknown as to what happened to Liquid/Ocelot after that incident.

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Machine Gun Kid

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Appearances: Metal Gear  
Information:

A young Outer Heaven soldier that uses Machine Guns as his weapon of choice. He once served in the Special Air Force Service. Snake kills him during his operation in Outer Heaven.

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Max Smithton

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Appearances: Metal Gear Solid 2: Sons of Liberty  
Information:

The editor-in-chief of Mega Surprise magazine. He is a old friend of Gary McGolden and managed most of his book deals in the past. Gary was apparently mailed Natasha's optic disc from him. But Smithton said he didn't know anything about it.

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McDonell Miller

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Bio:

Real Name: McDonell Miller  
Alias: Master  
Nationality: Japanese-American  
Height: 178 cm  
Weight: 85 kg  
Age: 50's  
Family: Catherine -daughter-  
Voice Actor: Cam Clarke

Appearances: Metal Gear 2: Solid Snake, Metal Gear Solid (not really though)  
Information:

Master Miller was born in the United States 60 years after his grandparents immigrated there from Japan (he is half-Japanese). He served as a survival master in SAS (Special Air Sky troopers of Britain), The Green Beret Squad, US Marine boot camp, and most recently also Fox-Hound. He is also volunteered as a coach in MERC SCHOOL (Mercenary School) twice a year but since retired. When he served as a drill sergeant in the Fox-Hound, he was referred to as a 'Hell Master' and draftees called him "Master Miller" with the utmost respect. Solid Snake probably met him while in Fox-Hound's boot camp.

He divorced his first wife (Nadine), and resided in Los Angeles with his daughter (Catherine) while serving as an advisor for Fox-Hound during Campbell's days in the unit. After the Uprising of Zanzibar and Colonel Campbell's retirement, Miller retired as well and moved to Alaska (I guess his daughter left or something \*shrugs\*). He sometimes trained the Alaskan scouts during his free time. However, three days before the terrorist takeover of Shadow Moses, Master was attacked and murdered in his home. Liquid Snake, the terrorist leader, then assumed Master's identity and posed as him during Snake's mission.

-----  
Mei Ling  
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Bio:

Real Name: Mei Ling  
Nationality: American (of Chinese decent)  
Age: 17  
Voice Actor: Kim Mai Guest

Appearances: Metal Gear Solid, Metal Gear Solid 2: Sons of Liberty  
Information:

Mei Ling is a visual and data processing specialist and a world-class designer of military technology. She developed the Soliton Radar as well as the Codec system. Mei Ling also studied many Chinese proverbs and has quite a knowledge of her ancestry. When she was younger, Mei Ling always dreamed of being a fighter pilot. She fell in love with jets watching them in the movies as a child. However, she didn't want to kill people. However, Mei Ling learned the US Air Force needed people to do BDAs, battle damage assessments. She went to MIT, Mei Ling started to do research into aerial photography and air intelligence and made it her major. However, there are no pilots that only do BDAs, but by the time she discovered that, she had already become an expert in her field.

Mei Ling however, still dreamed of becoming a pilot. She took an aptitude test but failed due to her poor eyesight (she wears contacts). Mei Ling was disappointed of her failure and she believed at such high speeds as jets go, the naked eye is not really useful. Sophisticated electronics is needed to see what's really going on. Because of this belief, Mei Ling developed the Soliton Radar as well as the Codec to help soldiers on the battlefield make better decisions.

Mei Ling was recruited as a visual and data processing specialist for Snake during the Shadow Moses takeover. During the mission she saved Snake's progress as well as managed his Codec calls. She also gave Snake proverbs to help him on his operation. Toward the end of the operation, Snake instructed Mei Ling to make a hard copy of all the Codec transmission data of the mission. It would be used as proof as to what had happened later on.

After the operation, Mei Ling stayed in contact with Otacon and Snake when they formed Philanthropy (I'm not sure if she's a member of the group). She also assisted them by diverting technology from the SSCEN (U.S. Army Soldier Systems Center). Mei Ling also supplied Otacon with some proverbs to help Snake out on his mission at the Tanker. Well...guess that's it.

Notes:

Mei Ling is supposed to be Chinese-American, right? Then why does she have a

Korean accent...?

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Meryl Silverburgh  
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Bio:

Real Name: Meryl Silverburgh  
Nationality: American  
Height: 175 cm  
Age: 18  
Family: Roy Campbell -father-  
Voice Actor: Mae Zadler

Appearances: Metal Gear Solid  
Information:

Meryl Silverburgh is the 'niece' of Roy Campbell. Her father was very militaristic and Meryl was treated like a soldier during her childhood. Instead of being like most children with parents in the military and rebelling, Meryl embraced her military upbringing and became a soldier (she was able to use a Desert Eagle from the age of eight). Meryl's father was killed when she was younger, during the Gulf War. She joined the army as soon as she could. She thought she could understand her father better by becoming a soldier. When she joined, she requested psychotherapy to destroy her interest in men (which worked...none to well I guess).

Meryl was part of the soldiers that were sent in to make up for those who didn't show up for the training exercise at Shadow Moses. In reality she was sent in to blackmail Roy Campbell into cooperating and bringing in Solid Snake for the mission. Meryl was captured and taken hostage along with the ArmsTech President, Kenneth Baker. During her time with Baker, he gave her the detonation override key for Metal Gear and kept it concealed by putting it in a "special place" (and she fits a LOT in her "special place"). Meryl met Snake after she busted out of her cell and stole a guard's uniform (the WHOLE uniform). She fought an onslaught of guards alongside Snake and had her first kill (all her previous training had been done in VR). Meryl was later contacted by Snake and told of his situation. She aided Snake via Codec up until he rescued Hal Emmerich where she was attacked by soldiers and her Codec was broken (err...isn't the Codec in your ear?)

Snake met up with Meryl when she went to the woman's bathroom. The two chatted a bit before they continued on toward the communications tower. On the way there, Meryl's mind became controlled by Fox-Hound's psychic, Psycho Mantis. Snake quickly knocked her out before she could bring harm to him or herself. After that encounter, Meryl doubted her abilities but Snake said that it could happen to anyone. They continued to the Communications Tower. When they arrived on the path to the towers, Meryl was attacked and seriously wounded by Fox-Hound's sniper, Sniper Wolf. She was then captured and taken hostage by the enemy. During her time in captivity, Meryl suffered through torture and things "much worst than that" (I've been told that it heavily suggests that she was raped while in captivity in the original Jpn. dialogue...Ocelot's a dirty old bastard).

Near the end of Snake's mission, Meryl was used as a "sacrifice" for Liquid and Snake's last battle where she was wired to an atomic bomb. After the fight, Snake untied Meryl and the two escaped on a nearby jeep. Meryl drove while Snake took out the enemies, including the still ticking Liquid Snake. After that, Meryl and Snake escaped from Shadow Moses by driving across the

frozen sea on a snowmobile. After that they probably returned to Snake's home in Twin Lakes to \*cough\*. What happened after that is unknown but some dialogue heavily suggests that Meryl and Snake had a falling out and went their separate ways. Heh, after Snake's whole speech about starting a new life, and living for someone else, he dumps her like a Bond girl and goes back to battle...

Notes:

Meryl actually first appeared in another Hideo Kojima game, Policenauts. The game never saw an NA release, but scenes from it are shown in Otacon's cutscene about Anime. In the game, Meryl is about 25 or so and has a lot more tough girl look.

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Nadine  
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Appearances: None  
Information:

McDonnell Miller's first wife. They had one child, Catherine. They have since been divorced.

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Naomi Hunter  
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Bio:

Nationality:  
Age: 20's  
Family: Frank Yeager -adopted brother-  
Voice Actor: Carren Learning

Appearances: Metal Gear Solid  
Information:

Dr. Naomi Hunter, the chief of Fox-Hound's medical staff at the time of the Shadow Moses takeover. Her real name is not Naomi Hunter at all (although I'm still gonna call her Naomi). Naomi was found on the banks of the Zambezi River in Rhodesia (present day Zimbabwe) by Gray Fox after he killed her parents (although she doesn't know of this). Fox couldn't bring himself to kill her so he took her in as his adopted sister. The two fled to Mozambique. There, Fox was captured and taken prisoner by the enemy forces there. Eventually, he and Naomi were rescued by Big Boss, who brought them both to America. While there, Big Boss bought identification papers for Naomi. The papers belonged to a Naomi Hunter, who disappeared in the Middle East several years ago. Naomi stayed behind in the United States, while her brother and Big Boss returned to Africa to continue the war.

During her time in America, Naomi got an education and became an expert in genetics and nanotechnology. She was then recruited by the industry giant ATGC soon after completing her doctoral program. She then moved to California's so-called Biotech Bay area. Led several genetic therapy programs. After the Uprising of Zanzibar, Naomi found that a Fox-Hound operative, Solid Snake, had killed her benefactor and sent her brother home a cripple (well...dead). Gray Fox was taken in by the government and used to perform genetics experiments. He eventually escaped and went into hiding with the help of his sister. Naomi vowed revenge on Snake and joined Fox-Hound, seeing as it was her best chance to get revenge on him.

For two years she waited until the day she could have her chance to kill Snake for what he did. She eventually got the chance at the Shadow Moses takeover where Snake was called back in to action. Naomi was assigned to the mission to aid Snake and was also ordered by the Pentagon to inject Snake with a new type of assassination weapon: FoxDie (see FoxDie for more info). Naomi, in her quest for revenge, altered the FoxDie program before she gave the infection.

Naomi helped Snake along his mission at Shadow Moses, giving him information about Fox-Hound and other such matters. During one Codec transmission, Naomi told Snake a bit about her past. She said her grandfather was an assistant secretary in the FBI during Edgar Hoover's time. She continued on saying that he was Japanese and he became a special undercover investigator to take down the mafia. During the 50's in New York. Later on in the mission, Master Miller contacted Snake about the matter. He said that Naomi might be a spy and the story about her past was a big lie. Edgar Hoover, was a well-known racist and there wasn't a single Asian investigator in the bureau. Furthermore, the undercover mafia stings took place in Chicago, not New York, and were during the 60's.

Naomi was later found sending coded transmissions to Shadow Moses and was placed under arrest as a spy. Naomi later got away from them and was able to talk to Snake. She told Snake about her reasons for doing what she did and about FoxDie. Snake said he understood why she wanted to kill him, but he still had a job to do. Their conversation is cut short when Naomi is taken into custody. For the remained of the operation, Naomi is interrogated on the USS Discovery. At the end of Snake's mission, Naomi is release temporarily and talked to Solid Snake one last time. She told him that she doesn't know when or if FoxDie will strike, but Snake must remember "Choose life -- and then live!"

After that, Naomi was formally taken into custody. Three weeks later, during her debriefing, she managed to escape from the remote facility she was being held at along with the help from an "unknown intruder". Her current location is unknown.

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Nastasha Romanenko  
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Bio:

Real Name: Nastasha Romanenko  
Nationality: Ukranian  
Age: 30's  
Family: Richard Ames -ex-husband-  
Voice Actor: Renne Collete

Appearances: Metal Gear Solid, Metal Gear Solid 2: Sons of Liberty  
Information:

Nastasha Romanenko is a strong advocate of nuclear abolishment. Nastasha was born in the Ukraine in the town of Prypiat, three kilometers north of the Chernobyl power plant. She and her family were showered by radiation after the nuclear plant disaster in Chernobyl on April 26, 1986. She was evacuated to another location after the disaster. Natasha was later found to be infertile from radiation poisoning that gave her problems with her thyroid gland. In 1990, Nastasha's parents were killed when they were exposed to lethal amounts of radiation while helping in the clean-up. Nastasha then moved to the United States. In 1992, she joined the DIA (Defense Intelligence Agency) where she

met Richard Ames. The two soon married. The marriage, however, did not last long and the two divorced soon after. Natasha did not see Ames for many years after that.

After Natasha's divorce, she left the DIA and became a freelance military analyst. During this time she wrote for several different magazines as a journalist. In 1996, Nastasha attended the Canberra, the world's first nationally hosted nuclear weapon abolition proposal committee. After the Chernobyl disaster, Natasha had vowed to free the world from nuclear weapons. After that, Natasha joined NEST (Nuclear Emergency Search Team) as a military and nuclear analyst.

In 2005, Nastasha came into contact with her ex-husband, Richard Ames and "asked" to help with the Shadow Moses mission as a nuclear analyst. She helped Snake by giving him information on his weapons and equipment, as well as the nuclear warheads in storage and such. At the mission's end, Richard gave Nastasha a data disc containing information about FoxDie and helped her escape before she was silenced for participating in the operation. She never saw Ames again after that. Nastasha then went into hiding for some time. During her time in hiding, Nastasha wrote the book "In the Darkness of Shadow Moses", which exposed the true nature of what, happened in Shadow Moses island. Her current whereabouts are unknown, she is probably still in hiding (and still a heavy smoker =)

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Natasha Markova

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Bio:

Real Name: Natasha Markova  
Nationality: Czech  
Height: 165 cm

Appearances: Metal Gear 2: Solid Snake  
Information:

Natasha Markova, a former Olympic class ice skater. Natasha was called "a fairy on ice" in world championships and the Olympics, and won 2 championships in a row. She also won a gold medal in the figure skating in a Olympics event several years ago. In the late 80s, she came to know a western man while Calgary, and she fell in love with him. That man was a mercenary named Frank Hunter. She and Frank tried to seek asylum with him in the United States, but were denied a green card. Frank then returned back to war and she never saw him again. Soon after that, Natasha was stripped of her competition rights. A few years after that in the mid-90s, she joined STB (Czechoslovakia International Secret Police). In 1999, Natasha was assigned as a escort for the famed scientist, Dr. Kio Marv.

While on a flight to the States, the plane she and Dr. Marv were on was attacked and hijacked by Zanzibarrian soldiers. The two were captured and imprisoned along with Dr. Pettrovich Madnar, who was also along with them. Natasha, however, used her abilities to escape from her cell and secure a enemy uniform. She posed as a guard until she met up with Solid Snake during his mission. She accompanied him along with Dr. Pettrovich to find and rescue Dr. Marv. All did not go well, however. While crossing a bridge across a large valley, Natasha and Snake were attacked by Metal Gear (ironically being piloted by her former lover, Frank Hunter). Natasha was seriously wounded and gave Snake her brooch, which was the key to finding the OILIX data. She then died...

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## Night Sight

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Appearances: Metal Gear 2: Solid Snake  
Information:

Night Sight is one of the higher ranked soldiers of Zanzibar Land. He is a survivor of a legendary guerrilla squad known as the "Whispers", which is said to be more advanced than Green Berets about jungle warfare in North Vietnam. His completely silent gun is called Wei Shen Sho Ciang, a gun with few noise. He is also equipped with a prototype stealth camouflage unit as well as a radar jamming device, making him nearly invisible and undetectable by most means. Snake manages to see the invisible foe's weakpoint and kills him during his mission.

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## Olga Gurlukovitch

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Bio:

Real Name: Olga Gurlukovitch  
Nationality: Russian  
Family: Sergei -father-  
Voice Actor: Vanessa Marshall

Appearances: Metal Gear Solid 2: Sons of Liberty  
Information:

The daughter of Colonel Sergei Gurlukovitch. Olga was born into a very militaristic life-style and has been trained to be a soldier as long as from a very early age. She joined her father's army later in her life after serving in Russia's military. There she became second in command under her father. She has only had the unit all her life. That is, except for one man, who she was impregnated by. The man and her relationship with him are both unknown.

After she became pregnant, she promised her father that she would leave the unit after one last mission, the takeover of a tanker housing a new Metal Gear. The mission, however, did not go as planned. Solid Snake, the legendary mercenary, infiltrated the Tanker as well. While searching the area, Snake confronted Olga and a firefight ensued. Olga lost the fight, but was not killed, seeing as Snake was using only tranq rounds. By the end of the mission, many of Gurlukovitch's soldiers were dead and Olga's father himself was killed.

After that, Olga returned to Russia. The new leader of her father's army, Olga allied herself with a Russian organization. This organization turned out to be a sub-organization of the Patriots. When Olga went into labor, the hospital she was in turned out to be run by the Patriots. When she woke the next day, her child was gone and she was ordered to cooperate with the Patriots or her child would be killed. She then became a spy for the Patriots, betraying her own unit.

Olga and her army was later approached by Solidus Snake to take over the Big Shell along with Dead Cell. Olga agreed and she and her army joined the operation. Olga was then ordered by the Patriots to watch over a soldier they were sending in, Raiden. She was also told to disguise herself as a Cyborg Ninja using a powered exoskeleton suit they gave her. Olga did so and



helped Raiden under the guise of a ninja calling himself "Mr. X".

Later on in the mission, Olga got her chance and battled the man who killed her father, Solid Snake. During their battle, Snake told Olga the truth of what really happened, of how it was Ocelot, not him, who killed her Sergei. Olga and Snake then worked together in order to stop Arsenal Gear. Olga later revealed she to be Mr. X before she struck down Raiden. While Raiden was captured, Olga released him and told him about what was happening.

Later, during Raiden's battle with the Metal Gear Ray army, Raiden was nearly killed before Olga intervened and saved him. She revealed herself to Solidus of being a Patriot spy. Solidus then showed himself and dealt with Olga because of her betrayal. Her last words to Raiden was for him to save her child. Solidus then killed her. The location of Olga's baby remains a mystery, but after the operation Raiden and Snake sent out to find it.

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Peter Stillman  
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Bio:

Real Name: Peter Stillman

Nationality: American

Voice Actor: Greg Eagles

Appearances: Metal Gear Solid 2: Sons of Liberty

Information:

Peter Stillman, the man regarded as one of the experienced experts of bomb disposal. Stillman was worked as a bomb disposal expert for many years and helped to diffuse dozens of terrorist bombs. Five years ago, Stillman was called in to diffuse a terrorist bomb in a famous church (dunno what church). During the disposal, Stillman messed up and accidentally triggered the bomb. The church was obliterated along with a playground that was nearby. Even with all his experience, Stillman couldn't stop the bomb. Stillman couldn't bare to face the public and families of the people who were lost in the explosion, so he faked being injured by the blast and said he lost a leg in the explosion (how the hell he pulled that off is anyone's guess).

Peter then retired from bomb disposal due to his "injury" and became a lecturer at NSEOD, Indian Head. Stillman also worked as a consultant to the NYPD Bomb Squad. During this time, Stillman met and taught his best student, Fatman. Never having had a son, Stillman taught Fatman everything he knew, including demolition information and the like. This would prove to be a deadly mistake in the future. At his time in Indian Head, he was referred to as "Peg-legged Peter".

Peter Stillman was called back into action upon the Big Shell terrorist takeover as a bomb disposal consultant for SEAL Team 10. After the team was attacked, Stillman took refuge in a kitchen. This is where he met Raiden and Pliskin. He supplied the two with coolant and a sensor to detect and diffuse Fatman's bombs. He then locked himself in a storage room and gave directions to Raiden and Pliskin over Codec. During the two's quest to dispose the bombs, Stillman noticed that all the locations were incorrect if Fatman intended to destroy the Big Shell. During his spare time, Stillman constructed a Sensor to detect any bombs without Fatman's scent just incase the bombs were a decoy. He then asked Pliskin to take a look at the bottom of Shell 2 in case bombs were planted there. He reported back to Peter that he was right and the other bombs were decoys.

Stillman said he would come down to Shell 2 and take care of the last bomb himself. Raiden told him he couldn't do it with his bad leg. Stillman decided he was through with living a lie and told Raiden and Snake the truth about what happened. He then went to Shell 2 and looked at the bomb himself. However, it seemed Fatman had surpassed Stillman in his skills and set a trap for the legend. An unscented, proximity bomb was set and Peter walked right into it. Stillman told Raiden what happened and made him go to the bottom of Shell 1 before it was too late. The bomb then went off, taking Stillman and that part of Shell 2 with him...

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Petrovich Madnar, Dr.  
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Bio:

Real Name:

Nationality:

Height: 187 cm

Weight: 77 kg

Family: Ellen -daughter-

Appearances: Metal Gear, Metal Gear 2: Solid Snake

Information:

Dr. Petrovich Madnar, a Eastern scientist and a expert in the field of robotics. Petrovich is a brilliant scientist and the original developer of the Metal Gear unit. Petrovich lived in the east (German maybe?) with his daughter, Ellen Petrovich. During the Outer Heaven Crisis of 1995, he and his daughter were kidnapped and Petrovich was forced to develop weapon technologies for Outer Heaven or else his daughter would be killed. During his time in captivity, he developed TX-55 "Metal Gear" and TX-11 "Arnold". He and his daughter were rescued by Solid Snake during his mission to Outer Heaven.

After the Outer Heaven incident, Petrovich fled and sought asylum in the United States, leaving his daughter Ellen, who wanted to stay in the East. However, in the years that followed, Petrovich became developing more and more increasingly destructive weapons of war. His theories of using Metal Gear and other such ideas were looked down by the scientific community and Petrovich was proclaimed a "scholar of madness". Petrovich was then contacted by Zanzibar Land's government, who were interested in Petrovich's ideas and would let him see them come true if he came to work for them. Petrovich agreed and went to work for Zanzibar, while at the same time diverting new military technologies from the West.

At this time, Dr. Kio Marv had become the focus of the world's attention with his development of "OILIX". Petrovich was an academic friend to Marv and was extremely jealous at his fame for his discovery. With the help of Zanzibar, Dr. Marv was abducted by Zanzibar in order for Petrovich to retrieve and utilize his OILIX formula. When Snake was dispatched to Zanzibar, he met up with the doctor who posed as a prisoner as well. During their time, Petrovich was feeding the enemy information of Snake's wearabouts.

Later on, after Petrovich was "captured", the scientist confronted his Dr. Marv and demanded the formula for OILIX. The doctor refused and drove Petrovich into a mad rage. Petrovich then injected the doctor with a lethal poison just as Snake entered the cell. Jennifer then contacted Snake and told him the Petrovich was really here on his own accord and was working for the enemy. Petrovich then attacked Snake and the two had a brief scuffle, in

which the doctor was mortally wounded. Before Snake entered the underground base of Metal Gear, he told Snake how to destroy Metal Gear before he passed away. His last thoughts were of the daughter he left behind, Ellen.

Notes:

Petrovich = Albert Einstein in design.

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Predator

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Appearances: Metal Gear 2: Solid Snake

Information:

One of the soldiers Snake battled in Zanzibar. Predator is formerly from a RECS (reconnaissance) commando squad. He is a professional in ambush and favors guerrilla tactics. He was know as "an assassin without form". Snake killed him in a short battle during his mission.

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Psycho Mantis

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Bio:

Nationality: Russian

Height: 190 cm

Voice Actor: Doug Stone

Appearances: Metal Gear Solid

Information:

Psycho Mantis was one of the world's most powerful tactioners of psycho-kinesis and telepathy in the world. In Mantis's childhood, he lived in a small village in Russia. The first mind he ever dove into and read was his father's. In it, he found that his father despised him due to his beloved wife dying in child birth. Mantis feared that his father would go so far as to kill him. This sudden shock changed him forever. Something snapped in Mantis's mind and drove him to kill his father. The sudden awakening of Mantis's powers caused a huge bust of psychic energy. The result was the town being obliterated and the population of about 1000 people all dying due to brain hemorrhaging.

After his incident, the KGB was impressed by his psychic abilities and recruited and trained him as a "psychic soldier". He was then sent to "Dormitory School" to hone his psychic abilities. He then worked several years for the KGB until the collapse of the Soviet Union. He then went to the United States and joined the FBI as a "psychic spy". During his time there he was the head of several cases as a psychic profiler. He would dive into the minds of serial killers in the cases he was investigating and bring about the truth much quicker then by normal means.

On one such case in 2000, Mantis dove too deep into a killer's mind and was infected by the murder's thoughts. This lead to the creation of a second, psychotic personality which he called "The Parasite". After that, he left the FBI and became a psychic spy that worked for the highest bidder. He traveled world-wide as a psychic assassin for several years until he was recruited by Fox-Hound.

Psycho Mantis participated in the Shadow Moses takeover. His skills were used

to control the minds of the Genome Soldiers into following the orders of Fox-Hound. Solid Snake later confronted Mantis and a battle ensued. Mantis easily dodged all of Snake's attacks, but Snake managed to make his mind a blank slate (or switch control ports...whichever suits you) and defeat the psychic. Before he died, Mantis helped Snake and Meryl by showing them the secret route to the communications tower. It was the first time he used his powers to help someone. "It feels...kind of...nice...", were his last words.

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Raiden  
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Bio:

Real Name: Jack  
Age: 30's (believe it or not)  
Family: Solidus Snake -godfather-  
Voice Actor: Quinton Flynn

Appearances: Metal Gear Solid 2: Sons of Liberty  
Information:

Raiden, the soldier sent in by "Fox-Hound" to thwart the Big Shell takeover. His real name is Jack. When Jack was a child, his parents were killed at an early age. He was then taken in by his godfather, (later to revealed to be Solidus Snake. Unknowing to him, Solidus was actually the man who killed his parents. Solidus then trained Raiden to be a child soldier and fight in the "civil war" which was taking place deep in Africa. When he was barely ten years old, Jack became the leader of the Small Boys unit. His outstanding skill and kill record earned him several names such as "White Devil" and "Jack the Ripper". After the war, Jack was taken in by NGO's and given a new life in the States.

Soon after that, Jack disappeared from the relief center. He was then taken in by the United States government and heavily brainwashed to block all his memories except for his combat experience. After that, Jack was sent into extensive VR Training to hone his skills. After his VR training was complete, Jack was sent to a military base somewhere in New York. One day while in New York, Jack was at Federal Hall for some reason or another. A group of middle-aged Japanese women came up and asked Jack which building King Kong was climbing in the movie. He shrugged and told them it was the probably the Chrysler Building. Standing nearby, another woman overheard the conversation and told him that he was wrong. She said that it was the Empire State Building, not Chrysler. Jack was convinced he was right and two argued about the matter so long that when they went to talk to the tourists again, they had already left. They ended up going to the Skyscraper Museum in Battery Park to see who had the better recall. However, by the time they got there the museum was closed. The two departed from there.

The next day, the two discovered that they worked in the same military base. Upon this surprising discovery, the two introduced themselves to each other. The woman's name was Rosemary. That night, Jack and Rose to the Empire State building (and found that Jack really needs to brush up on his classic movies). After that they went back to Jack's apartment and watched King Kong a several times (aww how cute according to my girlfriend --'). After that I think we should insert some funky music and let them two be =).

After that the two began dating. During their relationship, Jack would never let Rose get too close to him or know anything of his dark past. Jack would always leave her apartment in the night, so as she wouldn't hear his

nightmares of the past at night. He would also never let her into his room, as he thought his lack of belongings would make her uncomfortable. Eventually, Rose became worried about Jack and forced her way into his room. Inside, she discovered a empty, barren room, devoid of anything except for a small bed and a desk. Rose's forced entry enraged him and caused him to raise his hand against her (for the first, and apparently not the last time.)

At some point during their relationship, Jack went into Fox-Hound's training regiment. He graduated and received the codename of "Snake", the 2nd highest ranking. Soon after his clearing of the training program, the Big Shell take-over went down. "Snake" was assigned to a mission to handle the situation. He was fitted with a new model of highly advanced Sneaking Suit, called a "Skull Suit." Also, as his commanding officer, he was assigned the legendary Colonel Roy Campbell (though he didn't meet him, he was in contact with him over Codec). "Snake" was then sent out to the Big Shell, which he entered using Scuba Equipment.

When he entered the installation, the Colonel informed Jack that his codename was being changed to "Raiden" for this operation. Raiden began his mission and soon discovered yet another intruder was in the Big Shell other than him. The Colonel then contacted him and informed him some more of his operation. He then told Raiden that there was another person assigned to his support. Much to his surprise and objection, it was Rosemary. Raiden protested her involvement but eventually caved in and accepted it. Raiden then proceeded to the surface of Big Shell. During his ride up, the Colonel informed him why his codename had been changed. It was due to the fact that the terrorist leader was apparently Solid Snake himself! Raiden was confused as to how the legendary hero of Shadow Moses turned terrorist could still be alive after his confirmed death following the Tanker incident. Raiden didn't have time to think about it and continued with his mission. Along his way, Rose asked him if he knew what day tomorrow was. He said he didn't know, and Rose seemed disappointed. He said he would try and remember in hopes to cheer her up. She said it was okay and let him carry on with his mission.

Not too far into his mission, Raiden came into contact with Dead Cell member, Vamp and was nearly killed. He was saved however, by a surviving Navy SEAL, calling himself Iroquios Pliskin. Pliskin gave radio support following their meeting. Continuing with his mission, Raiden was forced to stray from his current objectives and disarm several bombs throughout the Big Shell with help from Pliskin and the legendary bomb-disposal expert, Peter Stillman (see Peter Stillman for more details). After taking care of the bombs, Raiden had to disarm one final bomb. However, this bomb was just a ploy in order to draw Raiden out. Raiden finally came face to face with the mad bomber, Dead Cell member, Fatman. Raiden quickly diffuse the bombers threat.

After their encounter, Raiden started to make his way toward the interior of the Big Shell. However, his trip was halted by a mysterious Cyborg Ninja, complete with a katana. The Ninja told Raiden that he was sent here to help him, and called himself "Mr. X". Mr. X informed Raiden of where he could find someone who knew where the President was, a man by the name of Ames. Ames was being held in Shell 1 Core, and Raiden was presented with an enemy uniform which he would have to utilize to enter the Shell 1 Core. After giving some more advice to Raiden, Mr. X disappeared as mysteriously as he had come.

Raiden put on the enemy uniform along with a gun used by Shell 1 Core soldiers in order to complete the disguise. Raiden located the room where the hostages were being held and located Ames. Ames told Raiden of the situation and told Raiden he could find the President in Shell 2's Core. As they talked, Ames noticed "Solid Snake" was coming and told Raiden to listen in. He did so and found several useful bits of information. After "Snake"'s conversation with

two of his comrades, Revolver Ocelot and Olga Gurlukavitch, Ocelot began to leave the small room he was in and was approaching Raiden's position. Raiden quickly armed his gun and tried not to look suspicious. However, Ocelot spotted Raiden and Ames. Ames claimed that the soldier was just helping him because he was ill, but Ocelot saw right through his ploy as he already knew who the man was, Colonel Ames. Ames yelled that he cannot stop the "La-li-lu-le-lo" and was a fool to fight them. Ocelot prepared to execute Ames, but suddenly Ames rose to feet and started stumbling toward Ocelot. It appeared as though Ames was having a heartattack...or was it something else. Raiden just watched the scene unfold as Ames stumbled forward toward the bewildered Ocelot and then fall dead to the ground.

After Ames's death, Ocelot turned his attention to Raiden. Several soldiers surrounded Raiden and unmasked him, revealing the intruder. Ocelot prepared to execute the intruder, but was stopped just in time by Mr. X, who made an all too familiar entrance. With Mr. X's help, Raiden escaped the Shell 1 Core and made his way toward Shell 2. On his way there, Raiden got a call from Pliskin, informing him that he and someone he had brought in, Otacon, had secured an escape chopper and were going to save the hostages. When Raiden reached the Shell 1 and Shell 2 connecting bridge, Pliskin flew past him in their newly aquired Katsaka.

Though, it seemed this would not be an easy passage. Near the entrance of Shell 2, Raiden noticed someone standing in the shadows. The man had gray hair and was dressed in a black cape. Raiden couldn't help but feel he knew the man. The caped man introduced himself as Solid Snake. Just as he did, Pliskin yelled that he was not Solid Snake and opened fire on the man. One of Pliskin's bullets hit a detonator of a C4 trap which was planted nearby. The explosives went off, however the man claiming to be Solid Snake dashed forward with incredible speed. His long cape burned away to reveal a highly advanced looking battle suit of some sorts. Pliskin continued his assault on the imposter, who it seemed was the terrorist leader, Solidus Snake. Solidus skillfully deflected all of Pliskin's bullets and informed him that he was a whole different game from Liquid. Pliskin became frustrated and shot a grenade at Solidus, sending him off the edge of the bridge.

However, Solidus would not be defeated so easily. Waiting below was a Harrier 2 being piloted by Vamp. Solidus got into the jet and began to engage the intruders. Pliskin saw that he couldn't handle a Harrier with a Kastaka and tossed Raiden a Stinger Missile Launcher and some ammo and told him to take down the jet. Raiden did so and made quick work of Solidus and his Harrier. The Harrier smashed into the bridge and plummeted below. However, it avoided crashing into the depths by being rescued by Metal Gear Ray! Solidus and company escaped for the time being. After that battle, Raiden contacted Pliskin and asked him if he was really Solid Snake, since the last things said between him and Solidus seemed to make it quite likely. Pliskin confirmed that he was infact Solid Snake and told him a bit about what he and Otacon were doing.

After their conversation, Raiden continued to Shell 2's Core. Upon reaching there, he located the President, James Johnson. President Johnson told Raiden a shocking story. It seemed that the new Metal Gear was not Metal Gear Ray, but in fact the entire Big Shell facility! The new Metal Gear, named Arsenal Gear (see Arsenal Gear) was apparently the key to the "Patriots" domination of the country. Johnson told Raiden of what the Patriots were, a secret shadow government which actually controlled nearly all factors of the country. All this news was quite shocking to Raiden. Johnson also handed over a diskette to Raiden, telling him that it contains the FoxDie computer virus, which can stop Arsenal Gear. He told him that he needs to locate Arsenal's cheif developer, Emma Emmerich. With all that said, President Johnson demanded that Raiden kill

him, so that the terrorists cannot launch Arsenal. Raiden refused, however Revolver Ocelot finished the job. Raiden, both shocked and confused why Ocelot would kill someone who was so vital to their plans, could not stop Ocelot before he escaped. President Johnson told Raiden to let him go, and that his last order as his Commander-in-Chief was to stop Arsenal Gear. And with that President Johnson died...

Raiden set toward the area where Emma was located. He was forced to swim through flooded, mine-layed hallways in order to reach Emma. Also barring his path was Vamp, who proved to be a worth opponent, but was quickly disposed of by Raiden. After another short swim, Raiden finally reached Emma. After a somewhat long conversation, and convincing Emma to swim through the flooded hallways (see Emma Emmerich for more details), the two escaped from Shell 2 Core and set out toward Shell 1 Core where they could use the FoxDie disc to stop Arsenal. However, this would not be an easy trek, as the two were forced to cross a guard and Cypher filled Oil Fence. Raiden, with help of Snake, used his sniper skills to help Raiden cross the unsteady fence.

After a long series of sniping battles, Emma neared the other side of the oil fence. But, before she could fully cross, a figure dropped from above. Much to Raiden's shock, it was Vamp, still alive after their last encounter. Snake told Raiden he couldn't get a clear shot, so it was up to him. Raiden took aim with his rifle and set his sight on Vamp. With a bit of faith, Raiden took the shot. The bullet soared through the air and found its mark at Vamp's head. The Dead Cell member screamed and plummeted to his fate. Though, it didn't feel as though everything was right. Much to Raiden's horror, he watched as Emma stumbled forward and fell to the ground. It seemed Raiden wasn't quick enough in stopping Vamp. Snake rushed forward and took Emma to safety, back at the Shell 1 Core labs. Raiden quickly made his way across the oil fence and made his way there as well.

When Raiden arrived, he watched a tragedy play out as Otacon held his dying sister in his arms. Snake asked for the FoxDie disc and Raiden handed it over. Snake popped the disc into the appropriate console. The virus agent uploaded, but the virus was suddenly stopped by an anti-virus program. After that, the drama between Otacon and his sister played out, ending with Emma dying soon after. Raiden stood silent as he watched Otacon break down in grief. Snake tried to console his friend and told him he needed to save those hostages. After much consoling, Otacon finally came around and did his part.

After Otacon set off on his mission, Snake told Raiden there was a friend he wanted him to meet. Suddenly, the ninja, Mr. X, fell from the ceiling in front of Raiden. He drew his sword as Raiden stood dumbfounded. Raiden tried to pull his gun, but was quickly halted. Raiden demanded to know what was going on, and it seemed Snake was betraying him. Soon after that, Mr. X deactivated his helmet revealing... Olga Gurlukovich! Snake then told him it was nap-time and Raiden felt Olga's sword striking him, and an electrical surge throughout his body. Everything went dark after that...

Raiden awoke to find himself naked, strapped to a torture device. In front of him stood Revolver Ocelot and Solidus Snake. Seeing him this close, Raiden now knew for sure who Solidus was. It was the man from his past, his adoptive father. Solidus and Ocelot chatted a bit, before leaving Olga to interrogate Raiden. As the two left, Olga contacted Raiden on Codec and she told Raiden what was happening. He was now aboard Arsenal Gear. She and Snake were working together only because she needed Raiden alive. Raiden asked her as to why, and she informed him that she was actually a spy sent in by the Patriots. She needed Raiden alive or else they would kill her child. The two chatted some more and Olga told him that when she left, she would release his lock. After that he needed to head east of there to a hallway where Snake was waiting.

Olga left him and his restraints were soon released. Raiden was then forced to make his way through Arsenal Gear, devoid of any clothing and surrounded by skilled Arsenal Tengus. Along his way there, Raiden received bizarre calls from the Colonel (also hilarious as well). Enduring the utterly insane situation he was in, Raiden eventually made his way to the hallway where Snake was. However, the legendary soldier was nowhere to be found. Raiden soon got a call from Rose. She then told Raiden a shocking story. She was actually a spy of the Patriots, ordered to observe Raiden. She told him that she had to change her hair, her eyes, her personality, all in order to make her desirable to him to carry out her assignment. Raiden became outraged and disappointed all at once. Rose tried to tell Raiden something, but her voice became distorted and faded away. It sounded like she said something about a baby. Raiden couldn't bother with this now, and ended transmission.

Just as he did, he heard a voice from behind him. The voice was none other than Solid Snake himself. Snake gave Raiden back his equipment and filled him in on their situation. There were at least 25 Metal Gear Rays being housed in Arsenal, and it seemed they might have to take them all on. They talked some more and Snake handed Raiden a gift from Olga, her katana from before. Snake said that he wasn't much of a fan of blades and he should use it. Snake trained Raiden a bit with the sword. After that, the two talked some more. Raiden asked Otacon, who had escaped with the hostages, to find where the Colonel's transmissions were originating from. Otacon said he would need some time and set to work.

The two soldiers then advanced into the next room. As they did, a Cypher spotted the two and the room was filled with a legion of Arsenal Tengus. Snake fought side by side with the legendary Snake and defeated the army of Tengus.

As they cleared the 1st room, Raiden got a call from the Otacon. He told him that he had found the location of "the Colonel", inside Arsenal Gear! It seemed the Colonel was not real at all, but actually an AI which manifested itself as the form of the Colonel through the memories and expectations Raiden had from his VR Training. Raiden couldn't believe that the Colonel was fake this whole time. Snake told him that it didn't matter now and they proceeded into the next room. When they entered, Raiden received another Codec call. This time it was the Colonel. He told Raiden that "they have Rose". Snake told him that he can't give into what the Colonel is telling him. That if the Colonel isn't real, then his claim is probably BS as well. Raiden becomes confused at all that is happening and wonders if Rose is real or just AI too. Snake tells him not to be weird, that she's his girlfriend. But Raiden still doesn't know what to believe.

The two then enter the next room and are ambushed by another horde of Tengus. The two quickly dispose of the Arsenal Tengus and are then confronted by Dead Cell's leader, Fortune. Snake tells Raiden to go on and leaves him behind to battle 'lady luck'. Raiden climbs a long ladder and finds himself in a huge room within Arsenal Gear. The whole place has a surreal atmosphere to it. He then suddenly hears the voice of Solidus, echoing from seemingly everywhere. After he gives a short speech, Jack's godfather shows himself. He taunts his "son" and gives him his final challenge. Suddenly, Raiden notices several huge shadows in the distance. Three of them move forward and to Raiden's horror, he sees they are the Metal Gear Ray units, now fully active. Solidus leaves Raiden to his fate and rushes off. Raiden is then forced to battle the entire army of twenty-five Metal Gear Rays.

After a long and hard battle, Raiden runs out of missiles and out of hope. He falls to his knees and declares it is hopeless. Solidus returns suddenly and stops the Metal Gears. He says he's disappointed in Raiden and taunts him some



more. He then motions for the Rays to resumetheir attack. However, something was not right. The Rays began to shake violently and act erratic. Solidus yelled to Ocelot what was happening and he told him that a virus had infected Arsenal. The Ray unit suddenly set their sights on Solidus. Solidus was enraged at the machines actions and made quick work off all of them. He then returned his sights to Raiden. However, before he could do anything, he was stopped by Olga, who appears in front of Raiden. Olga says he has to live in order to save her child. Solidus is enraged by the revelation of this traitor in his ranks and quickly executes Olga for her betrayal. Raiden watches in despair as Olga's brains are blown out and her body as cast to the ground. Solidus then grabs Raiden but refrains from killing him, saying he still needs him. Raiden is then knocked out by Solidus.

Some time later, Raiden finds himself on top of Arsenal Gear. Along with him are Solidus, Fortune and the defeated Snake, as well as Ocelot. Solidus reveals his true plans to them all, to find a list of names...of the PATRIOTS!! (sorry, had to do that...) Ocelot then begins to laugh at Solidus' plan. He then reveals himself to be a Patriot spy. Ocelot tells of how this entire operation was a carefully planned and orchestrated plot of the Patriots. Raiden was a guinea pig for a Patriots project, codenamed "S3". S3 stood for "Solid Snake Simulation" according to Ocelot. Raiden was sent on an operation which was a recreation of the Shadow Moses incident four years ago. After much more talking, Ocelot entered the nearby Metal Gear Ray and prepared to destroy the group. He was stopped however, by Fortune (see Fortune) who managed to stop his assault. Ocelot was soon possessed once more by Liquid and fled with Metal Gear Ray. Snake followed close behind. After that, Arsenal Gear began to move, straight into the center of New York City!

Arsenal comes to a sudden stop and Raiden and Solidus plummet off the monstrous machine and onto a nearby building. The two come to their senses and Solidus serveys the area. He then comes to the realization of where they are and what day today is. Solidus begins laughing at the irony of it all. Raiden looks on confused as to what is so funny and Solidus fills him in. The place they are standing on is non other than Federal Hall and today marks the (approximately) 200th anniversary of the signing of the Declaration of Independence. Raiden then gets a call from someone. It is the Colonel (this is a lot of crap, so just see "Selection of Social Sanity" when I finish it).

Before signing off, Rose and the Colonel order Raiden to kill Solidus. It seemed that Raiden would have to be the Patriots puppet one last time, as Solidus through Raiden his sword, cutting him from his handcuffs and beginning the final showdown. Next followed an epic battle between the two men. Raiden and Solidus engaged in a brutal battle. Solidus pulled out all the stops, however it would be Raiden who came out the victor. Solidus and Raiden are face to face in a standoff. Solidus strikes first but Raiden skillfully dodges and attacks his "father". His attack finds its mark across Solidus's back. Solidus stumbles forward. Blood gushes from his back and his power suit sparks and hisses from its damage. He stumbles to the edge of the building and looks back and Raiden before plummeting off the edge.

Raiden climbed to the streets below. He standed alone, confused and unsure of himself. Suddenly, Snake appeared from nowhere and convinced Raiden he was doing the right thing.

\*que a long speech from Snake about passing on knowledge to the next generation\*

After his speech, Snake tells Raiden that there is someone waiting for him. Raiden turns around to see Rose waiting amid the crowd. Raiden turns back to Snake but he is nowhere to be found. He then turns back and goes to Rose. The

two talk and Raiden realizes what day it was. Today was the day he and Rose had met. He then proposes to Rosemary as the mission comes to a close. And they all live happily ever after, unless a sequel with bad luck for Raiden rolls along.

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Red Blaster  
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Type: Peron  
Appearances: Metal Gear 2: Solid Snake  
Information:

An elite assassin that was part of Zanzibar's army. He received a special operations degree in Rumumba University of USSR. He was then recruited and worked within Spetsnaz for several years. He is also known to use explosives such as grenades for his assassination operations. He is killed by Solid Snake after setting a ill-fated trap.

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Revolver Ocelot  
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Bio:

Alias: Shalashaska  
Nationality: Russian  
Height: 182 cm  
Age: 50's  
Voice Actor: Patrick Zimmerman

Appearances: Metal Gear Solid, Metal Gear Solid 2: Sons of Liberty  
Information:

Revolver Ocelot, a expert in torture techniques and a formidable gunfighter. During his younger days, Ocelot was a member of Spetsnaz. During this time he first met his long-time friend, Sergei Gurlukovitch as well as Vulcan Raven. He stayed with them until the crumbling of the Soviet Union. After that, he joined and served in the Russian Tax Police's elite swat team. Some time after that, he joined the SVR, the Russian Foreign Intelligence Agency, which was formerly a part of the KGB. There he learned his advanced torture techniques and became a bit of a sadist while serving in the KGB (Lubianka Prison is located within KGB Headquarters). He was regarded as one of the KGB's best officers, but he grew dissatisfied with the KGB's ridge and outdated system and left the service.

After that, he became a mercenary (don't they all) and fought in many wars in Africa and the Middle East. This included areas such as Mozambique, Eritrea, Chad, Afghanistan, and many other minor nations. Among the Mujahaddin guerrillas, Ocelot gained the name "Shalashaska" due to his sadistic and brutal ways. While fighting in Afghanistan, his chopper was shot down by Afghan guerillas and he is said to have PTSD (Post-Traumatic Stress Disorder) from the incident.

During his time as a merc, Ocelot met and was scouted by Big Boss. He then joined Big Boss's mercenaries dispatch company, "Outer Heaven", and stayed with them until the destruction of Outer Heaven by Solid Snake. Ocelot probably worked as a mercenary for a few more years until he was recruited by the United States government and joined Fox-Hound. During this time he may have met Solidus Snake...I really don't know.

Ocelot to part in the Shadow Moses takeover. He used his connections to align himself with Russia's KGB, which was being lead by his old friend, Colonel Sergei Gurlukovitch, at the time. Ocelot approach Sergei and offered him the new Metal Gear prototype in order to "renew Mother Russia" with its awesome power. Gurlukovitch agreed and supplied Ocelot and Fox-Hound with most of its heavy firepower in order to takeover the base. During this operation, Ocelot really intended to steal Metal Gear's data for himself and was actually under the orders of the President at the time, George Sears (Solidus Snake).

Ocelot was in charge of finding the passwords from Kenneth Baker and Donald Anderson through his special 'tactics'. However, Anderson recognized him and Ocelot was forced to kill him as to not reveal his identity. Ocelot wrote it off as a "accident". Later on, after Snake began his mission, Ocelot set a trap for the legendary soldier. He tied ArmsTech President, Kenneth Baker, to a column in the center of a small abandoned room, and placed a trap of C4 around him. When Snake arrived, the two dueled in a gunfight. After a short battle, Ocelot leapt out to attack Snake and was suddenly attacked by a soldier using stealth camouflage. The unknown attacker sliced Ocelot's right hand off and released Baker before the C4 exploded. Ocelot screamed in agony as blood gushed from his wound. He then retrieved his hand and retreated from the area.

Later on, after Snake was captured by the terrorists, Ocelot put Snake through brutal torture. Ocelot told him if he gave in and submitted, he would kill Meryl, who was also captured. He also took the Optical Disc with Metal Gear's data from Snake as well. Snake managed to survive the torture and not give in to the pain and escaped from Ocelot after some time. Ocelot then put Meryl through the same torture (and things "much worst" according to Meryl. Dirty old bastard...)

Near the end of the incident, Ocelot and Liquid were the only survivors of Fox-Hound. The two discussed their plans to use Metal Gear while the whole time knowing Snake was standing outside the room they were in. Ocelot managed to blow Snake's PAL card away from him before he could react once he was spotted. After that, Liquid went to "prepare" for Snake, Ocelot quietly sneaked off with Metal Gear's data in toe. He then reported into his superior, the President of the United States, and reported that he had successfully completed his mission.

After the Shadow Moses incident was exposed and Solidus was planned to be killed by the Patriots, Ocelot helped Solidus go into hiding until he was able to regroup. Ocelot also used the Metal Gear test data and sold it on the black-market, netting him enough money to purchase a small country. Using connections Solidus had, Ocelot, for unknown reasons, had Liquid Snake's hand grafted on to replace his own. This would have unforeseen affects later on. Around this time...or maybe a lot earlier...I don't know...but in any case, Ocelot was soon approached by the Patriots and began to work with them in secret.

Two years after the Shadow Moses takeover, Ocelot was asked by his old friend, Sergei, to help him hijack the new Metal Gear prototype in order to "revive Mother Russia". Ocelot agreed, while in actuality he planned to steal the Metal Gear for the Patriots. Ocelot betrayed Sergei and hijacked Metal Gear, killing Sergei and many of his soldiers in the process along with sinking the tanker. While on his way to activate Metal Gear, Solid Snake confronted Ocelot in front of the massive weapon. Upon seeing Snake, Ocelot's...or should I say Liquid's hand began to twitch and convulse. A massive serge of pain went through Ocelot's body and he felt something creeping into his mind. Somehow, Liquid managed to take control of Ocelot's body in order to communicate with

Snake. Eventually, Ocelot regained control of himself and escaped along with Metal Gear Ray.

Two years after that, Ocelot took part in Solidus's takeover of the Big Shell. However, he was also given orders by the Patriots pertaining to the S3 Plan (see S3...next update =) During his time there, Ocelot killed the President, James Johnson, along with betraying Solidus. Toward the end of the mission, Ocelot exposed himself to be a Patriot spy and revealed the Patriots attentions. He also told Fortune of how the Patriots manipulated her and her family and how her "luck" was all their doing. Fortune tried to take her revenge on him but found that her luck had run out. As a parting gift, Ocelot launched a barrage of missiles from Ray. However, Fortune managed to use her "power" (most likely the Patriots helped out, not wanting Raiden dead.) Frustrated, Ocelot felt a sudden jerking in his hand. Suddenly it started to spasm and take control of Ocelot once more. It would seem Liquid had once again taken over. Liquid used Ocelot's body to communicate to his brothers before rushing off to deal with the Patriots. It is unknown what became of Ocelot after the incident...that is until the sequel.

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Richard Ames, Colonel  
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Bio:

Real Name: Richard Ames  
Nationality: American  
Family: Nastasha Romanenko -ex-wife-  
Voice Actor: Pete Renaday

Appearances: Metal Gear Solid 2: Sons of Liberty  
Information:

Much of Richard Ames's past is unknown. At a young age he joined the DIA (Defense Intelligence Agency). There, he met Natasha Romanenko. The two fell in love and soon married. The marriage, however, did not last long as the two often argued. They divorced soon after and went their separate ways. Ames stayed at the DIA, while Natasha became a freelance military analyst. Richard would not see Natasha for many years. Some time after their divorce, Richard was approached and came under the command of the Patriots.

Flash forward several years later to the Shadow Moses takeover. Ames was ordered by the Patriots to oversee the operation to handle the situation. He then, rather aggressively, asked his ex-wife, Natasha, to help with the situation using her nuclear weapons knowledge. At the end of the operation, knowing Natasha was in danger for having knowledge of the incident, Ames gave Natasha a disc containing all the Fox-Die information and helped her to escape before the Patriots goons could get to her. After that, it was assumed by Natasha that Ames had been capped by whatever forces were behind the scenes. However, that was not the case.

After the incident, Ames apparently left the DIA and joined the Secret Service. He eventually rose to be the head of the President's security detail (James Johnson was the President at the time.) Ames accompanied President Johnson on his trip to oversee the Arsenal Gear construction at the Big Shell. It was then that Solidus and his men attacked and took control of the compound. Ames along with several other VIPs were taken hostage.

Raiden, during his mission to stop the terrorists, learned from the mysterious Mr. X that Ames knew of the location of the President and was being held at

the Shell 1 Core along with the other hostages. Raiden proceeded there and found Ames using a Microphone Amplifier which could detect Ames's pacemaker (oh yeah...Ames has a pace maker ;) The rookie then spoke with Ames and learned more about the terrorist's operation and the location of the President. The two were then discovered by Revolver Ocelot. Ames tried to cover-up the two's discussion, saying he asked Raiden (who was disguised as a guard) to remove his straps. Ocelot saw right through Ames's story, already knowing whom the man truly was, a Patriot lackey. Ocelot pulled his revolver on Ames. However, before he could fire, Ames started feeling a extreme pain coming from his heart. Ames rose from the ground and started stumbling toward Ames, yelling that he knew what Ocelot was up to. He then died, apparently from a heart attack. It would later be revealed that it was actually the Patriots shutting down Richard's pacemaker via his nanomachines, in order for it to look like FoxDie had killed him (long story as to why.)

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Rosemary  
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Bio:

Nationality: American  
Voice Actor: Lara Cody

Appearances: Metal Gear Solid 2: Sons of Liberty

Information:

Raiden's somewhat annoying girlfriend, Rose ;). Much of Rose's true past (or any past for that matter) is unknown. Rose is in actuality a Patriot spy. She was ordered by the Patriots to change her appearance to match what Raiden would find to be his perfect match. As a result she changed her appearance, clothing style, even the color of her eyes in order to met the standards of Raiden's psyche profile.

Rose met Jack (Raiden) in front of Federal Hall two years prior to the Big Shell incident. A group of middle-aged Japanese women came up and asked me Raiden which building King Kong was climbing in the movie. Raiden told them it was the Chrysler Building. Rose overheard the conversation and told him that he was wrong at that it was the Empire State Building. The two argued about the matter so long that the tourists had already left. They ended up going to the Skyscraper Museum in Battery Park to see who had the better recall. However, by the time they got there the museum was closed. The two departed from there.

The next day, by "coincidence" the two discovered that they worked in the same military base. Rose and Jack went on their first date that night to the Empire State building. After that they went back to Jack's apartment and watched King Kong a bunch of times, before...well...you get the idea. As per the Patriot's orders, the two began dating. Though during the relationship, Jack would often be distant and not let Rose know too much about himself or his past. He would never spend the entire night with her and would never let her into his room. Eventually, Rose forced her way into his room. Inside, she discovered a empty, barren room. Only a small bed and a desk was within the room. Rose's forced entry enraged Raiden and caused him to raise his hand against her (for the first, and apparently not the last time. Add woman beating bastard to Raiden's "reasons for sucking" resume.)

Two years after they first met, Raiden was called in for his mission to the Big Shell. Rosemary was also called in as Raiden's support during the mission, under the orders of the Patriots. This upset Raiden, but he soon accepted her

being involved in the mission. Rose supported Raiden on his mission by giving him information, saving his progress, and going in long, boring, and inappropriate conversations ;). Late in the mission, Raiden was captured by the enemy. Rose contacted him in order to give him his support. It was then that he told Rose of his true past as a child soldier. Soon after that, unknown to Raiden, Rose was removed from the operation and held by the Patriots.

After Raiden had stopped Arsenal and killed Solidus, Rose was apparently released (or just allowed to leave, without force) by the Patriots. The two talked a bit and Rose revealed that she was pregnant. Jack then proposed to Rosemary. And the two lived happily ever after, unless they decide to screw the two over in the sequel.

Notes:

Casting Theater.

Scene = Solidus' death.

Raiden = Solid Snake

Solidus = Rosemary

Outcome = Justice.

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Roy Campbell  
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Bio:

Real Name: Roy Campbell

Nationality: American

Height: 183 cm

Weight: 77 kg

Age: 50's

Family: Meryl -daughter-

Voice Actor: Paul Eiding

Appearances: Metal Gear 2: Solid Snake, Metal Gear Solid

Information:

The former head of FOX-HOUND, Roy Campbell. Campbell has been a member of several units in his earlier field days. He served in the United States Marine Corps (USMC), the Delta Force, and the Green Berets. During his field days, he was known by the codename "Chicken Fox". Campbell eventually gained the rank of Colonel in the Marines. In the mid 80s, Roy had an affair with his brother's wife in which they had an illegitimate child, Meryl. His brother never had any knowledge of this and went on thinking it was his child up until he was killed in battle during the Gulf War. Campbell was later approached and joined the special forces unit, FOX-HOUND. He rose quickly in the ranks and soon became vice-commander under Big Boss.

After Big Boss's apparent death at the hands of Solid Snake, Campbell became head of Fox-Hound. His strategic planning ability was clearly evident, Campbell was more prone to detailed, thought out tactics in contrast to Big Boss's dangerous and unorthodox approaches. One of Campbell's first acts as head of Fox-Hound was to discarded the code name system. He then built up the already hi-tech special force team by utilizing recon satellite orbits and other implementations, creating a completely new Campbell-way FOX-HOUND.

During his time as commander of Fox-Hound, Campbell met and became friends with a Fox-Hound advisor, McDonell Miller. In 1999, during the Uprising of Zanzibar, Campbell located and called the former Fox-Hound operative, and the

man who single handedly took down Outer Heaven, Solid Snake, back into action to deal with the situation. The Colonel stayed in contact with Snake during much of his mission. After the incident, Campbell received several medals for handling the situation. However, Campbell soon stepped down as Commanding Officer of Fox-Hound after the introduction of genetic treatment for its soldiers, of which he was strongly opposed to.

After leaving Fox-Hound, Campbell retired for several years. That was, until 2005 when Campbell was asked to return to service in order to handle a terrorist situation which had come to light on Shadow Moses Island. At first Campbell refused, however the government "persuaded" him by telling him his neice, Meryl, was being held hostage on the island. Campbell agreed to help. There was only one man who could stop the terrorist threat, and that man was Solid Snake. Campbell quickly located Snake, who was living in Twin Lakes, Alaska. He then sent soldiers to "escort" Campbell to the an awaiting submarine where he was stationed. Campbell informed Snake of the situation and asked him to help them get out of it. After much persuasion, Snake eventually agreed to take on the mission.

During the incident, the Colonel served as the figurehead commander of the operation and as Snake's support. Nearing the end of the operation, after the prototype Metal Gear which was being housed on Shadow Moses was destroyed, Campbell learned that they were planning to bomb the entire island using a surface piercing tactical nuclear missile. Roy attempted to issue an order which would stop the bombing, however he was arrested for the crime of "high treason" by the Secretary of Defense at the time, Jim Houseman, who had an ulterior motive. Campbell was not held under arrest for long, as a high power overturned Houseman's orders and had Campbell released. He was just in time to find that Snake and Meryl had successfully escaped the base. Campbell thanked Snake for saving his neice. He then said goodbye, since they probably wouldn't see each other again. Snake told him that he would drop by for a visit. Roy told him he'd like that and said goodbye. After the operation, Campbell returned to enjoying his retirement.

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Running Man  
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Appearances: Metal Gear 2: Solid Snake  
Information:

The so called "fastest mercenary in the world", the Running Man. Earlier on in his life, he was a star track athlete, earning fame for participating in the Barcelona Olympic. However, an addiction to dope ended his athletic career. Disgraced and unwelcome in the athletic community, RM began a career as a mercenary.

After some time as a merc, Running Man joined and soon came to be a sub leader within an extremist terrorist group known as the "Les Enfants Terribles". Running Man became acquainted in detonation techniques, and used his quick legs to lay traps for unsuspecting prey. He later joined Zanzibar Land's mercenary army. While there, he came face to face with the mercenary, Solid Snake, and lost his final race.

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Scott Dolph, Commandant  
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Voice Actor: Kevin M. Richardson

Appearances: Metal Gear Solid 2: Sons of Liberty  
Information:

Commandant Scott Dolph, the head of the Marines' Metal Gear Ray project. Not much is known of Dolph's past. He has a daughter, Helena, later to be known as the Dead Cell leader, Fortune. It is also of note that Dolph is bisexual, and had a relationship with another Dead Cell member, Vamp. Scott Dolph initiated the Metal Gear Ray project in order to deal with the growing threat of rogue Metal Gear's throughout the world after Revolver Ocelot sold the plans of the weapon on the black market.

When the Ray project neared completion, Dolph had the Metal Gear transported in a disguised Tanker in order to take it to a remote training location. Dolph himself traveled aboard the Tanker and delivered a speech to his men and the higher ups for support for the project. However, all did not go according to plan. Revolver Ocelot, the man who originally caused the need for Ray to be constructed, appeared on the Tanker along with a army of mercenaries. Dolph was grabbed and held at gunpoint by the ex-Russian Colonel, Sergei Gurlukovitch. Dolph would not leave this encounter alive, as Ocelot betrayed Sergei and planned to steal Metal Gear for himself. Enraged, Gurlukovitch pushed Dolph in front of him and turned his gun on Ocelot. However, Ocelot had the quicker draw and took down Sergei first. Gurlukovitch's shot missed its intended target and hit Commandant Dolph in the back, killing him. And so ends the story of Scott Dolph.

Notes:

Scott Dolph is one of the lead translators for MGS2. He also voices one of the hostages in the game.

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Sergei Gurlukovitch, Colonel  
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Bio:

Real Name: Sergei Gurlukovitch  
Nationality: Russian  
Family: Olga -daughter-  
Voice Actor: Earl Boen

Appearances: Metal Gear Solid, Metal Gear Solid 2: Sons of Liberty  
Information:

Colonel Sergei Gurlukovitch, the russian colonel in line to purchase Metal Gear Rex from Liquid Snake during the Shadow Moses incident. Not many details are known of Sergei's past. Sergei has a daughter, Olga, who is in the military just as he is. Sergei served in the Russian KGB where he met and became friends Revolver Ocelot. After the fall of the Soviet Union, Sergei remained in the KGB and eventually became head of the department. Gurlukovitch however, longed to return Russia to its former glory. Several years later, Sergei was contacted by his old friend, Ocelot, and was offered a new type of weapon which could realize his dream. That weapon, was Metal Gear. As a down payment for the weapon, Sergei supplied Ocelot and his cohorts with a Hind D and other such weapons in order for them to complete their mission. It would seem that Sergei would not see his dream fulfilled, as the mission to steal the new Metal Gear was a failure.

Frustrated, Sergei left the KGB, taking many dissatisfied soldiers with him, including his daughter, Olga. He then formed a private mercenary army in hopes of fighting to one day revive Mother Russia. Two years later, Gurlukovitch



was once again contacted by Ocelot and asked to help hijack a new model of Metal Gear which was being transported via a Tanker. Gurlukovitch agreed to the operation. He gathered his troops and prepared to head out to battle. Olga also wanted to join the operation as well, however Sergei would hear nothing of it. After much persuasion, Olga finally made him break down ONLY on the condition that she would leave the unit once the mission was over. Olga agreed and they prepared for the mission.

Gurlukovitch and his men quickly boarded the tanker via chopper and disposed of anyone on board. They secured the area and made their way to the ships holds, where Metal Gear was being housed. Sergei and his men positioned themselves in order to ambush the Marine Commandant, Scott Dolph, and use him as a hostage in order to prevent a costly firefight. Ocelot distracted Dolph and his men and turned their attention away from where Sergei was positioned. Gurlukovitch took this chance and snuck up behind the Commandant and quickly grabbed him and took him hostage.

However, it would not seem that all would go according to plan. Ocelot betrayed Sergei and told him he planned to take Ray and "return it...to the Patriots". Ocelot then told Gurlukovitch that he and his daughter would die here. Sergei became consumed with rage and tossed the Commandant forward and trained his gun on his "friend". Before he could fire, Ocelot quickly drew his gun and fired on Sergei. "Traitorous dog..." Sergei muttered as he collapsed to the floor. Ocelot then blew the Tanker and escaped with Metal Gear. Sergei died soon after, his last thoughts were with his daughter...

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Shoot Gunner

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Appearances: Metal Gear  
Information:

Shoot Gunner was the first high level mercenary which Snake defeated during his time at Outer Heaven (in other words, the first boss of the series.) Shoot Gunner was a former member of USSR's Spetsnaz. He came to use riot guns as his weapon of choice. After the fall of the USSR, he became a mercenary and eventually joined Big Boss's Outer Heaven Mercenary Dispatch Company. Shoot Gunner was assigned to guard a top-secret prison during Snake's mission to the fortress nation. There he battled and was killed by the rookie, Solid Snake.

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Sniper Wolf

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Bio:

Nationality: Iraqi (Kurdish)  
Height: 176 cm  
Age: 20s  
Voice Actor: Julie Monroe

Appearances: Metal Gear Solid  
Information:

FOX-HOUND's sniper, the beautiful and deadly Sniper Wolf. Sniper Wolf is a member of an Iraqi tribe known as the Kurds. Needless to say, the Kurds have not been treated very well in past years. Nearing the end of the war between Iran and Iraq, Sniper Wolf watched in horror as her village fell victim to a gas attack by Saddam Hussein's Iraqi troops. Over 3,700 people died in the

attack, including Wolf's parents and siblings. Now an orphan, Wolf was taken in by the Iraqi Ministry of Internal Affairs, and subjected to extensive brainwashing as well as rigorously training as a sniper. She was trained by a Gurkha in Nepal, who was said to be one of the world's most accurate snipers.

Several years later, during an battle within Iraq soon after the end of the Gulf War, Wolf escaped and fled to a Kurd refugee camp. There, the Secretary of State along with Fox-Hound's leader, Big Boss, were surveying the camp. It was here that Big Boss witnessed Wolf's great talent and hired her as an operative of the US Government (though not Fox-Hound). Wolf was brought to the United States, where she received counselling and deprogramming to rid her of Iraqi brainwashing. Only her fighting ability learned there was left behind. Wolf thanked Big Boss for helping her and from then on referred to him as Saladin, who had defeated the Crusaders in the 12th Century A.D. Sniper Wolf fought under the command of Big Boss up until his death at the hands of Solid Snake. Several years later, Wolf was approached by Liquid Snake, who scouted her for the special forces unit, Fox-Hound.

Wolf has such incredible patience, so much that she can keep aiming at her target over a week without eating or drinking. It is said that sometimes Wolf watches a target so long, waiting for the perfect shot, that she even falls in love with them. Wolf's weapon of choice is the PSG-1 Sniper Rifle. It is also of note that she uses special mercury ordinance (bullets packed with mercury). Wolf also has an addiction to Diazepam, a anti-anxiety drug which helps to relieve stress as well as stop muscle spasms, perfect for snipers. Wolf also has a deep love for animals as well, especially wolf-dogs.

Sniper Wolf took part in the Shadow Moses takeover, along with the rest of Fox-Hound. There, Wolf met the head scientist of the base, Hal Emmerich. The soldiers were planning on killing the Wolf-Dogs wandering outside, as they had attacked several soldiers. However, Wolf stopped them, not wanting to see them mercilessly destroyed. Because of her love for the dogs, Emmerich developed Stockholm Syndrom and fell in love with Wolf, though it is unknown whether Wolf felt the same. Later in the incident, Sniper Wolf ambushed Solid Snake, who was on a mission to stop the terrorists, and Meryl Silverburgh, Snake's 'partner'. Wolf gunned down Meryl and used her as bait to lure out Snake for a clean shot. Snake was forced to retreat and find a weapon to fight back. Meanwhile, Meryl was taken captive by Wolf's men. When Snake returned, he and Wolf exchanged shots in an intense sniper battle, with Snake managing to get a flesh wound on the skilled assassin. Wolf quickly moved into hiding before Snake could come to her position. She then managed to ambush him once again and take him captive as well. Before doing so, Wolf left her 'mark' on Snake and told him that she would only think about him until she killed him.

Sniper Wolf encountered Snake one last time in yet another duel. Wolf layed in wait in an open snowfield outside of the Communications Tower en route to the Underground Base of Metal Gear. When Snake finally arrived, Wolf attacked him and managed to get a flesh wound on him. She then contacted him and told Snake that she was very close by. Otacon tried to stop the two from fighting, but neither side would hear anything of it. The two began a deadly duel in the snow covered clearing.

The battle ended when Snake managed to get a mortal blow onto Wolf. Snake then approached Wolf's position and found her laying on the ground, nearing death. Wolf told him that she was lung shot and there was nothing he could do for her. She went on to tell Snake that she had always dreamed of a peaceful place such as this. She continued on, telling Snake of her horrible life as a Kurd and the mistreatment of her and her people. After her sad tale, Snake drew his pistol and readied to end her suffering. Just then, Otacon arrived, heartbroken by the drama which was playing out. Wolf awaited her end, but had

one finally request. She asked for her gun, her faithful companion in her sad life. Otacon quickly fulfilled her request.

"Everyone's here now... Alright hero, set me free..."

And with that, Snake pulled the trigger...

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Solid Snake  
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Bio:

Real Name: David

Alias: Iroquios Pliskin

Nationality: American-British Japanese

Height: 178 cm

Weight: 75 kg

Age: 30's

Family: Big Boss -father-, Liquid Snake -brother-, Solidus Snake -brother-

Voice Actor: David Hayter

Appearances: All

Information:

The man, the myth, the legend. Solid Snake. Solid Snake is a product of the Les Enfants Terribles project, a cloning project in which duplicates of the greatest soldier to ever live were created. Snake is Japanese-British, with an IQ rating of over 160. After his birth, Snake was taken in and trained by the United States Government to be a soldier from an early age. He is conversant in 6 languages, well trained in high-altitude skydiving, scuba-diving and free climbing. In the mid 90s, Snake was scouted and joined the special operations squad, Fox-Hound, which was being led by Big Boss at the time. After the training regiment of Fox-Hound, Snake first gained the codename of "Solid Snake", the second highest rank in the unit. During his time in Fox-Hound, Snake met and became friends with another Fox-Hounder, Gray Fox. The two were war buddies of sorts, never talking about personal matters, only the battle.

In 1995, a crisis outbroke in a small fortress military nation deep in South Africa, Outer Heaven. Gray Fox was sent in to handle the situation in a mission codenamed: "Operation Intrude N313." However, Fox-Hound lost contact with Gray Fox and he was feared captured. In a surprising tactic, Big Boss ordered the rookie, Solid Snake, to take Fox's place and complete his mission. Snake entered Outer Heaven and single-handedly defeated all enemies which stood in his way. Nearing the end of his mission, Snake was contacted by a member of the Outer Heaven Resistance, who was in aiding him throughout his mission. The resistance member informed Snake that the leader of Outer Heaven was none other than Snake's CO and leader of Fox-Hound, Big Boss! Snake was stunned by this news and pressed on to meet his ultimate nemesis, who he had been in contact with all along. Snake managed to destroy the ultimate weapon being housed there, a nuclear equipped walking battle tank, known as "Metal Gear". He also confronted and defeated Big Boss in battle. Snake left Outer Heaven as its main base was blown to bits.

After the operation, Snake retired from Fox-Hound and moved to the Canadian wilderness. His retirement didn't last for long however, as Snake was soon scouted by the CIA and became a deep cover agent for the organization. His time there did not last for long, and after 6 months, frustrated by the bureaucracy of the current system he left them. He then worked for a number of years as a mercenary, selling his skills to the highest bidder. His many jobs

earning him enough money to semi-retire and needing a break due to a large amount of political assassinations over the world, Snake retired in deep seclusion in the central-Canadian wilderness.

Snake's retirement would not last for long it seemed, as he was re-instate back into active service by Colonel Campbell, the new head of Fox-Hound after Big Boss's defeat. Campbell required Snake's services due to a volatile situation developing in a country deep in the Middle East, Zanzibar Land. The country's soliders had seized the Czech scientist, Kio Marv, and his formula for a oil purifying agent, OILIX. Snake's misssion was to recover the good doctor and his formula for OILIX. Snake agreed to take the mission and suited up and headed for Zanzibar. During the operation, Snake came into confrontation with his old friend, Gray Fox, who was working for Zanzibar. It seemed that Big Boss was still alive and controlling Zanzibar and Gray Fox had followed his old commander. Snake also discovered a new model of Metal Gear was developed and constructed in Zanzibar. Snake managed to destroy the new Metal Gear, which was being piloted by Gray Fox.

Snake was then forced to a final battle with his old friend in the middle of a mine field. Snake managed to defeat the skilled warrior in battle, knocking him into a mine. Snake and Fox had one last conversation as old war buddies, before Fox died. Snake then continued on to meet his final nemesis, Big Boss. Snake soon located his former commander and the two talked a bit. Big Boss told Snake of why he had done what he had done. He then informed Snake that he was actually Snake's father! This news shocked Snake and filled him with an incredible hatred for the man which had haunted his dreams for so long. The two did battle and Snake managed to kill his father in battle. Snake then escaped Zanzibar along with a reporter he had met there, Holly White, and the OILIX formula in toe.

After the operation, Snake left Fox-Hound once again and disappeared, this time into the Alaskan wilderness. Snake moved to a small cabin in Twin Lakes, Alaska, where he would spend the next several years. The traumatic experience of the last two missions overwhelmed Snake and caused him to suffered severe PTSD (Post-traumatic Stress Disorder). This led to him suffering intense confusion and hallucinations. In an attempt to banish the pains of his past, Snake indulged in racing Huskie Sleighs.

Several years later in 2005, while asleep at his home, Snake heard a noise coming from outside his cabin. Snake quietly made his way to the window and looked outside. In the darkness, he could see several heavily armed soldiers advancing on his cabin. Snake got his gun from a cupboard and was prepared to take out the intruders. However, the soldiers had Snake surrounded and forced him to surrender. He was then taken away by the soldiers to an Ohio Class Submarine, the USS Discovery. Snake was then strip searched and confined in a small room.

After several minutes of waiting in the cold room, the door finally opened and in walked a man from his past, Roy Campbell. Campbell informed Snake of the situation they were in. Fox-Hound, Snake's former unit, along with members of the Next Generation Special Forces unit had taken control of a nuclear disposal facility on Shadow Moses Island. They had taken hostages and demanded the remains of Big Boss, or else they would launch a nuke. Snake was reluctant to go back into battle, but after much persuasion, as well as Campbell showing Snake the leader of Fox-Hound, a man known as Liquid Snake, who was apparently Snake's brother, he agreed to take the mission.

Snake infiltrated Shadow Moses Island and began his mission. Soon after the start of the operation, Snake discovered that a new model of Metal Gear was

secretly in development on the base. Also, something was apparently amiss. Snake attempted to rescue the high profile hostages on the island, ArmsTech President, Kenneth Baker, and DARPA Chief, Donald Anderson. However, both times the men died from an apparent heart attack. Snake then located Metal Gear's chief engineer, Hal Emmerich. However, Emmerich was being attacked by a Cyborg Ninja, who Snake had seen in an earlier battle. Snake and the Ninja did battle in the labs with Snake managing to defeat the fearsome opponent. During the battle, the ninja seemed as if he knew Snake from somewhere. After the battle, the Ninja gave a large hit as to who he was before running off. Shocked, Snake informed Campbell that the Ninja was none other than Gray Fox! Campbell said that was impossible, but Snake was convinced. He then returned to the mission and located Emmerich, who told Snake a bit about Metal Gear and its location in a Underground Base several miles to the north. Snake also met Roy Campbell's niece, Meryl Silverburgh, who was stationed at the facility before its takeover. Meryl gave Snake a PAL card which could stop Metal Gear's launch, but there was only one when three keys were needed. Meryl and Snake travelled toward Metal Gear's location, but were separated when Meryl was injured by gunfire from Fox-Hound's sniper, Sniper Wolf. Meryl was captured and soon Snake himself was captured and confined as well.

Snake was then submitted to grueling torture from Liquid's right-hand man, Revolver Ocelot. Ocelot told Snake if he submitted to the torture, then Meryl would be killed. Snake suffered through the severe torture and eventually escaped with help from Otacon. Snake continued on his mission and eventually made his way to Metal Gear's underground base. However, during his time there several disturbing twists took place. Master McDonnell Miller, who was also assigned to the mission, informed Snake that Naomi Hunter, another member of Snake's support (see Naomi Hunter for details) was actually a traitor, possibly working for the enemy. Master dug around some more and found out about a new assassination weapon which Snake may have been injected with. The weapon targets only specific victims and kills them in a manner which simulates a heart attack. Colonel Campbell found out about this and placed Naomi under arrest after finding she was sending coded transmissions to the base.

Later on, Naomi managed to get away from Campbell and the others and contacted Snake. Naomi told Snake that she was actually Frank Jaeger's (Grey Fox) adopted sister. Snake was shocked at finding this. She then confirmed that she had injected Snake with the FoxDie virus, but it was not her decision, it was part of the mission. Naomi was then placed back under arrest before she could explain more. Snake demanded to know what was going on but Campbell was unresponsive. Snake then continued to Metal Gear's chamber. There he found the key to deactivation Metal Gear. Apparently the PAL card was actually all three keys, and Snake needed to warm and cool the keys in order to change them into the desired key. Snake did so and activated all three keys. However, instead of deactivating Metal Gear, the walking battle tank was actually activated due to Snake's actions. It seems Snake had been set-up all along. He then got a call from Master. He told Snake that he had been useful as a pawn and his purpose was now over. He then revealed himself to be none other than...Snake's brother, Liquid Snake.

Snake rushed out of the control room after Liquid and confronted him in front of Metal Gear. The two talked a bit about Liquid's intentions. Before Snake could react, Liquid leapt into Metal Gear's cockpit and activated the monstrous weapon. To his horror, Snake watched as Metal Gear sprang to life. Just as in the past, Snake battled Metal Gear. Otacon told him the key to destroying Metal Gear. Snake had to first destroy the vehicle's "Radome", which controlled its sensors. He then had to fire a missile into its cockpit, which would destroy the beast. Snake managed to slightly damage the Radome, but his Stinger Missiles just didn't seem to be enough. Liquid advanced on

Snake and prepared to kill him under the vehicle's weight. Just before he had the chance, Gray Fox reappeared and saved Snake at the last moment. The two had one last conversation and for his last act as Snake's friend he destroyed the Radome. Fox was soon after killed for a final time by Metal Gear. Snake was consumed with rage for the death of his friend and finished off Metal Gear with a final missile into the vehicle's cockpit. Metal Gear exploded in a brilliant light. The force of the explosion sent Snake flying into a nearby wall, knocking him unconscious. Before he went under, Snake heard what sounded like footsteps nearing him.

When Snake came to, he found himself tied up on top of the wreckage of Metal Gear with Liquid Snake standing in wait in front of him. Liquid and Snake chatted for a bit. Liquid told him that they didn't have long before the end. Snake asked if he ment FoxDie, but Liquid told him that he was referring to a missile attack which the Pentagon had issued. Snake contacted the Colonel who confirmed Liquid's story. Campbell told Snake that he would help him out, to repay him for all the lies. He said he would issue an order to stop the launch which would disrupt the chain of command and give him time to escape. This plan would not unfold however, as Campbell was placed under arrest by the Secretary of Defense, Jim Houseman, who had orchestrated the Metal Gear project and was trying to cover up the incident. Houseman said they had a lot of catching up to do and broke contact.

Liquid then showed Snake a little surprise of his. Behind him, Meryl was laying unconscious. Next to her was a small nuclear bomb with a timer. Liquid said she would be the sacrifice for their final battle. He then untied Snake and prepared for the fight. Liquid activated the timer and so the battle begun. Snake and Liquid began a battle, filled with hate for each other and what they represented. The battle ended with Liquid being knocked from the top of Metal Gear to his apparent death. Snake then deactivated the nuke and untied Meryl who was thankfully still alive. The two conversed a bit before Snake got a call from Otacon. He said he would stay behind and open a path for the two of them to escape. Snake thanked him and he and Meryl descended from Metal Gear and started off to their escape.

Meryl and Snake jumped into a nearby jeep and rushed toward the exit of the facility, gunning down any guards along the way. However, their escape would not go unhindered, as Liquid Snake, who was somehow still alive, chased after the two. The two rushed toward the exit and the chase ended with a crash just at the end of the tunnel. Snake and Meryl were alright, however they were both trapped under the jeep. Though, the same was not true for Liquid, who stumbled forward, fueled only by his hate for Snake. Liquid raised his gun and trained its sights on the two. Before he could fire, Liquid was attacked by the FoxDie virus and collapsed to the ground dead.

The two freed themselves from underneigh the wreckage. The Colonel contacted Snake and told him the bombing had been called off. He then informed him that that there was a snowmobile nearby which could take them to Fox Island where a evac chopper awaited. Naomi then spoke with Snake, telling him that she didn't know when or if FoxDie would kill Snake. He would later find out that Naomi had programmed the virus to strike at a random time. Meryl and Snake then departed from Shadow Moses and disappeared into the Alaskan wilderness.

After the operation, Meryl and Snake most likely had a short relationship. The two soon went their seperate ways (poor Snake got dumped most likely.) Snake then spent his time in Alaska, drinking heavily and in a deep depression. He was then contacted by Otacon, who survived the Shadow Moses incident. Otacon told Snake of how Ocelot had sold Metal Gear's data on the black market and of the rogue Metal Gears now throughout the world. Otacon told Snake that he could make a difference and convinced him to join him in forming a new group,

Philanthropy, a anti-Metal Gear organization officially recognized by the United Nations. For the next two years or so, Otacon and Snake destroyed dozens of rogue Metal Gears.

Two years later in 2007, Otacon got a tip from someone of a new, highly advanced Metal Gear which was being developed by the Marine Corp. He and Snake planned a mission to infiltrate a tanker which was carrying the Metal Gear and take photos of it. Then leak the photos to the press and bring the black project to light. However, all would not go according to plan. After Snake made his way aboard the Tanker, the ship was taken over and hijacked by an unknown group of soldiers. All of the crew in the upper decks were killed. Snake took a photo of the apparently leader of the group, a Russian looking military man. He asked Otacon to get a ID on who the man was.

Snake then made his way through the Tanker, dispatching any enemy soldiers which got in his way. Snake then encountered a woman soldier on one of the front decks of the ship. The two did battle with Snake managing to subdue the woman. The woman's tomboyish appearance reminded him of Meryl. After defeating the woman, Snake spotted a Cypher, a type of flying security camera type of device. Otacon then contacted Snake and told him the ID of the man from before. He was one Colonel Sergei Gurlokavitch, the leader of a private mercenary army. Snake then proceeded into the holds and finally into the chamber of Metal Gear. Along the way he avoided the legion of Marines which were watching the Marine Commandant in charge's speech. Snake managed to get the desired shots of Metal Gear and send them to Otacon.

However, before Snake could make his escape, a man from his past appeared and confronted the Marine Commandant and his men. That man was Revolver Ocelot. Ocelot distracted the Commandant long enough for Colonel Gurlokavitch to grab and take the Commandant hostage. Ocelot's men then arrived in the room and secured the area. Snake moved in for a closer look as he watched the drama unfold. Ocelot then betrayed his allies and shot Gurlokavitch and several of his men, before blowing a hole in the tanker and making his way toward Metal Gear's cockpit. Snake rushed in to stop him. Ocelot looked down at his old foe and felt an odd feeling. He screamed in agony as his hand convulsed and throbbed. Ocelot then spoke, but not in his own voice. His voice was that of Liquid Snake. Snake, confused as to what had happened, demanded to know what was going on. Liquid told Snake that he lived on though Ocelot's arm, which was actually Liquid's grafted on.

Their conversation was cut short as a gush of water slammed Snake into a wall and knocked him out for a moment. Liquid/Ocelot then lept into Metal Gear and activated the machine. He then made his way out of the Tanker. Snake followed close behind. Snake emerged on the surface of the wreckage of the Tanker. He was then greeted by Metal Gear Ray, which stood in front of him menacingly. Ray then backflipped into the water behind him and sent a massive wave toward Snake. Ocelot was satisfied that Snake was finished and retreated with his new toy. However, that was not the end of Snake. Otacon soon arrived in a small boat and rescued Snake from a watery grave.

Once the two returned to land, they leaked Metal Gear Ray's existence to the press. However, a more interesting story would overshadow their deed. Snake and Otacon had been set-up as the fall men for a massive conspiracy. The two were labeled as the worst ecological terrorist of all time for the sinking of a Tanker which caused a massive oil spill in the Hudson Bay area. Their actions lead to the creation of an offshore oil decontamination facility, the Big Shell.

For the next two years, Snake and Otacon kept a low profile after being marked as terrorists. That was, until 2009 when Otacon was leaked information about

a new Metal Gear being developed at the Big Shell. Snake set off for the facility and found it was captured and taken over by another terrorist organization. Snake infiltrated the area and disguised himself as a Navy SEAL in order not to raise suspicion. During his mission, Snake found a member of Fox-Hound, a man calling himself "Raiden" who was sent in by the organization. Snake found that strange, seeing as Fox-Hound had been disbanded following Snake's destruction of the group. Snake did not fully trust the man and refrained from reveal his identity. He called himself "Iroquois Pliskin" (see Iroquois Pliskin for the story behind the name.)

Snake then aided the rookie on his mission, giving him advice about weapons, the enemy, and the facility. Soon after their first meeting, Snake found Raiden once again confronting a middle-aged black man. Snake recognized the man to be the legendary bomb disposal expert, Peter Stillman. Stillman informed the two of the situation. Fatman, a member of Dead Cell, had planted bombs throughout the Big Shell. Stillman gave the two a device which could stop the bombs. Snake then set out to the Shell 2 area to defuse the bombs there while Raiden stayed in Shell 1. Snake reported into Stillman each time he found a bomb. Stillman thought that the bomb placement was completely wrong and asked Snake to take a look at the bottom of Shell 2. Snake did so and found a huge amount of C4 explosives there. Several events then happened (see Peter Stilman for more) and part of Shell 2 was destroyed. Snake was caught near the explosion and knocked out for a while.

After he came to, he and Otacon discovered the location of the new Metal Gear. The entire facility WAS the new Metal Gear, or rather a guise for the fortress. Snake continued his mission while Raiden did the same with his. Otacon and Snake managed to hijack a Kamov chopper which they planned to use to rescue the hostages which were taken during the takeover. Before they had the chance the terrorist leader, claiming to be Solid Snake, confronted Raiden on a bridge between Shell 1 and Shell 2. Enraged by his claim of being Solid Snake, Snake opened fire on the man. Snake managed to knock the man from the bridge, only to be find that a Harrier 2 was lying in wait to ambush them. Snake, knocking he couldn't take out the Harrier with a Kamov, tossed Raiden a Stinger Missile Launcher and some ammo and instructed him to take out the Harrier. He then supported Raiden with cover fire as he battled the jet.

Raiden managed to defeat the Harrier and send it crashing below, only to have it scooped up by Metal Gear Ray. Ray then fired on the facility, damaging the Kamov in the process. Snake and Otacon were forced to land the helicopter. After that, Snake revealed that he really was Solid Snake and Iroquois Pliskin was just a made up name. Snake then proceeded to explore the Big Shell in hopes of finding a way into Arsenal Gear. While in Shell 2, Snake was attacked and battled a Cyborg Ninja, much like Gray Fox from Shadow Moses. Snake discovered that the Ninja was actually Olga Gurlokavitch, who Snake fought two years ago on the Tanker. Snake explained to Olga what really happened on the Tanker, and of Ocelot's betrayl to her father and his men. The two decided to work together for mutual benefit.

Snake was then contacted by Raiden. Raiden needed cover support for helping Arsenal Gear's engineer and Otacon's sister, Emma Emmerich, cross a Oil Fence under the Big Shell. Snake rushed toward the scene and helped Raiden defend Emma. However, Emma was ambushed and seriously wounded by Dead Cell's subleader, Vamp. Snake rushed to the girl's side and carried her back to the computer room where Otacon was located. He tried to patch her up the best he could, however it seemed Vamp got some internal organs and he couldn't stop the bleeding. Snake asked Raiden if he got the disc from Emma which could stop Arsenal. Raiden handed it over and Snake loaded the program into Arsenal's activation console. All did not go according to plan (as usual) and an anti-virus agent stopped the virus before it could be completed. In the meantime,



Otacon and Emma had a last conversation. She soon died.

Otacon broke down in grief at the loss of his sister. Snake convinced Otacon to go on, that he still had a job to do. He was the only one who could save the hostages. After much convincing, Otacon agreed to save the hostages. After Otacon left, Snake revealed a "friend" of his to Raiden. The ninja, who was actually Olga. Snake told him that it was bedtime for Raiden and Olga knocked Raiden out with her High Frequency Blade. Olga then took Raiden to her superiors and Snake snuck aboard Arsenal along with her.

Now aboard Arsenal Gear, Snake changed back into his sneaking suit. He thanked Olga and was about to continue on with his mission. Before he went, Olga gave him her HF Blade to give to Raiden. I bit confused, Snake agreed to give it to him. Snake then advanced into the bowels of Arsenal and waited for Raiden's arrival. Snake found him in a long hallway, completely naked. Snake laughed at the sight and gave Raiden his equipment back. He then handed over the HF Blade, as Olga had asked. Snake gave Raiden a few tips on how to wield the sword.

After he was done training, he and Raiden advanced into the next room. They were then attacked by an onslaught of Arsenal Tengus. The two fought side by side and annihilated the legion of soldiers in the next two rooms. In the following room, after killing the enemy soldiers, Dead Cell's leader, Fortune, confronted Snake and Raiden. Fortune claimed that he had killed her father, the Marine Commandant Scott Dolph. Snake told her that it wasn't him, but she would hear nothing of it. Snake then told Raiden to go on and he'd handle her. Snake did so. Snake then began a hopeless battle and was defeated by Fortune and taken captive.

Snake found that Raiden too had been captured. He watched as the scene unfolded between Solidus, Fortune, and Ocelot. After several events, Ocelot became possessed by Liquid Snake once again. Liquid called out to his brothers and told them of his plans. He then jumped into Metal Gear Ray and prepared to leap off the side of Arsenal. Snake could not allow Liquid to get away and managed to muster enough strength to break his damaged handcuffs. Liquid laughed at seeing Snake pursue the massive vehicle. Metal Gear left off the side of Arsenal and Snake left in right behind it. Snake was unable to keep up with the powerful Ray, but he did manage to plant a tracker on it.

Snake then returned to shore and located Raiden, who had killed Solidus and now stood alone in front of Federal Hall. He convinced Raiden that he had done the right thing and went on about the future and such. He also informed him that the disc containing the FoxDie computer virus could also be used to locate the Patriots. Snake then disappeared into the shadows as soon as he came. Soon after the mission, Otacon analyzed the FoxDie disc's data. He told Snake he found who the Patriots were and that all twelve of them were dead. Snake asked him when it had happened. Otacon replied, "about a hundred years ago." All Snake could say was "what the hell?"

It would seem the legend continues...

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Solidus Snake  
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Bio:

Alias: George Sears, Solid Snake

Family: Big Boss -father-, Solid Snake -brother-, Liquid Snake -brother-

Voice Actor: John Cygan

Appearances: Metal Gear Solid, Metal Gear Solid 2: Sons of Liberty  
Information:

Solidus Snake...but the public knew him by a different name, President George Sears. Solidus is the third member of the Les Enfants Terribles project. Neither Solid nor Liquid, he is a "perfect combination of the two." Much of Solidus's early days were unknown. His training and the like and what became of him after his birth are both unknown. In the 80's, Solidus was apparently fighting a civil war in Africa (though not alongside Big Boss, seeing as Solidus didn't seem to know what he looked like.) While fighting there, Solidus gathered war orphans from the battle torn region and made them into child soldiers. One of these soldiers was a child named Jack. Solidus killed Jack's parents and took him in as his own. Jack displayed incredible fighting abilities and gained several nicknames including "White Devil" and "Jack the Ripper".

After the end of the civil war, Jack disappeared from the relief camp he was stationed at. Solidus would not see him for several years. After that, it is unknown what Solidus did, but he eventually came into contact with the Patriots and rose high in their favor. Solidus also came to know a mercenary known as Shalashaska, also known as Revolver Ocelot. Solidus was eventually appointed presidency under the name of "George Sears" (the elections were and have been rigged). He had a rather uneventful Presidency during his term. It would seem that Sears's term would end rather uneventful. However, after the blunder that revealed the existence of the Metal Gear Rex project as well as the Genome Army, Solidus was forced to resign from Presidency. He was then set up to be 'silenced' by the Patriots, but went into hiding by help of his man, Revolver Ocelot.

Solidus spent the next two years in hiding, planning and waiting to get his revenge on the Patriots. Upon finding information on a new model Metal Gear which was being transported via a Tanker controlled by the Marines, Solidus sent Ocelot along with the Gurlukavitch Private Army, to steal the Metal Gear Ocelot betrayed his former ally and stole Metal Gear Ray, destroying the Tanker and most everyone on board. Now, armed with the new Metal Gear, Solidus layed in wait for his chance to strike. That chance would come two years later.

Solidus found that a new Metal Gear, Arsenal Gear, was under construction at the Big Shell oil decontamination facility. Arsenal Gear was the key to the Patriot's complete control, and Solidus planned to use it for his own ends. He then came into contact with the current President of the United States, his successor, James Johnson. Solidus made Johnson an offer he couldn't refuse. Solidus needed Johnson's cooperation by activating Arsenal Gear's "black box" in order to make the fortress go active. In exchange, Johnson would be able to use the Arsenal Gear as a bargaining chip in order to trade his way into the Patriot's ranks.

Solidus gathered mercenaries from all over to help his mission. He contacted the rogue group, Dead Cell, as well as Gurlokavitch Private Army for his operation. He promised them all a cut of the bounty they would get from completing the operation. He then set his plan forth into action, having Johnson schedule a meeting at the Big Shell and then Solidus's men striking and taking over the facility. The terrorists coined themselves "The Sons of Liberty" and Solidus claimed to be the legendary mercenary "Solid Snake", who was thought to be dead after the Tanker incident which lead to the Big Shell's creation.

However, the operation did not go as Johnson would have wanted. Solidus actually planned to use Arsenal Gear to challenge the Patriots. As a result of

their actions, the Patriots sent in an operative, codenamed: Raiden, to stop Solidus and his men. Solidus encountered Raiden midway through his mission on a bridge which connected both sections of the Big Shell. Upon seeing the man, Solidus had a odd sense that he had known the him from somewhere. Solidus then introduced himself as "Solid Snake". Just then, the REAL Solid Snake attacked Solidus from a Kamov chopper. However, Solidus, with help of his powered exoskeleton, managed to skillfully avoid and deflect Snake's fire. Snake managed to blast Solidus off the edge of the bridge he was standing on. But Solidus would not end this way. One of Solidus's men, Vamp, caught Solidus in midair using a Harrier 2 jet. Solidus then vowed to destroy the two for interfering and a battle ensued.

Raiden managed to heavily damage the Harrier 2. The plane quickly lost altitude and slammed into the bridge, nearly taking Raiden out with it. Solidus and Vamp managed to escape from death as Metal Gear Ray, the same one that Ocelot stole two years ago, leapt from the depths and caught the Harrier with its 'mouth'. Solidus however, did not walk away unscathed. The crash had sent splinters of debris at Solidus's face, costing him his right eye. Ray, along with its cargo, made a hasty retreat for the time being.

Some time later, Raiden was captured by Olga and was imprisoned in the now activated Arsenal Gear. Having a closer look at the soldier, Solidus finally realized who he was. It turned out that Raiden was actually the boy Solidus had taken in and trained as his own son so long ago. Solidus explained to Ocelot who Raiden really was. He then left Ocelot for he had more pressing matters to attend to. Solidus then went to Arsenal Gear's inner chamber, and awaited to test his son's abilities. When Raiden finally arrived, Solidus sent a legion of Metal Gear Rays, all of which were Arsenal Gear's protection, after Raiden.

The onslaught of Metal Gears were overwealming and Raiden soon gave up hope. Solidus, disappointed, sent the last of the Metal Gears to finish off Raiden. Just then, Olga Gurlukavitch, the leader of the mercenary army Solidus hired, revealed herself to be working for the Patriots. Upon finding this betrayal, Solidus promptly confronted and executed her for her treason. Meanwhile, the virus which Snake and Raiden had implanted within Arsenal earlier had taken effect. The Ray units now began to turn their sights on Solidus himself. In a rather impressive display of skill, Solidus took out all three Metal Gears which were present. Solidus then turns his sights on Raiden, but decides he still has a use for the boy.

After that, Raiden and Solid Snake were captured. Solidus then explained his true intentions. He wished to use the Arsenal Gear to find a list of names. The names...of the Patriots! Solidus intended to find and hunt down each member of the group. At hearing this, Ocelot began to laugh. Solidus demanded to know what was so funny. Ocelot explained his true role, that of a Patriot spy. He explained the carefully planned out plot of the Patriots. How the FoxDie computer virus had only deleted what Ocelot intended to find, the Patriots identities. Enraged, Solidus turned his gun on Ocelot, though was unable to hurt him due to a shield he had implaced which made him impossible to hit. Ocelot then jumped into Metal Gear's cockpit and fired upon the group.

Several events then happened, Ocelot became once again possessed by Liquid Snake, who spoke with his brothers and then departed on Metal Gear Ray, intending to kill the Patriots himself. Solid Snake followed right after him. Arsenal Gear then began to move. Its final destination was right into the middle of Manhattan! Upon crashing into the city, Solidus and Raiden fell from the top of Arsenal. They found themselves to be on the roof of a building. Solidus realized where they were and what today was. The irony swept over him in an instant. He announced to Raiden that they were on top of Federal Hall

and today was April 30th, approximately 200 years ago from this day, the Constitution was signed by the original Patriots.

After some banter, Solidus through Raiden his sword and drew his own. He intended to have one last fight to the death with Jack. The two had a final battle, father versus son. An epic battle which would decide the fate of many lives. After a long and grueling battle, Raiden managed to get in a fatal blow to Solidus's spine. Solidus stumbled forward toward the edge of the building. He turned back and looked at his son one last time. He then muttered something which was inaudible and dropped from the roof of the building. Upon landing, Solidus found himself at the feet of a statue of the father of the country, George Washington. He reached up to the original patriot, with regrets that he could not free the country from its manipulative leaders. He then died. And so ends the story of the Patriot, Solidus Snake.

#### Notes:

Solidus Snake was designed to be Solid Snake but 10 years older. Which would put him about 50. Or, when Big Boss was cloned. Hmm...

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#### Vamp

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#### Bio:

Nationality: Romanian

Voice Actor: Phil La Marr

Appearances: Metal Gear Solid 2: Sons of Liberty

#### Information:

Vamp is the sub-leader of Dead Cell under Fortune. He was born in Romania. When he was a child, he lost his family to a terrorist bomb that went off in a church they were attending (note that this is NOT the same bomb as Peter Stillman screwed up on). His body was pierced by a crucifix and Vamp was buried under the rubble for two days before he was finally rescued. During those two days, he survived by feeding on the blood of his family to quench his thirst. Because of this he acquired a taste for blood and became his current gothic self.

Vamp joined Dead Cell at its initial formation under Colonel Jackson. After Jackson was imprisoned, Vamp took over temporary control of Dead Cell until Fortune joined. He welcomed her with open arms as it reminded him of a man from his past, Fortune's father and Vamp's former lover (yep, he's bisexual) Scott Dolph (in a lot of legends about vampires, a lot of them were bisexual). Vamp's weapon of choice is knives, which he has mastered the use of. It is also of note that Vamp has incredible supernatural powers, such as the ability to run on water, survive gunshot wounds to the head, and dodge bullets just by seeing the movements of one's muscles.

Vamp, like the rest of Dead Cell, was involved in the Big Shell takeover. There, he killed all of SEAL Team 10's Alpha Team as well as encounter Raiden and Snake. During a fight with Fortune, Vamp came to speak with her about Fatman's erratic actions. During their conversation, Raiden jumped out from behind a crate and fired on Fortune. Due to her extraordinary 'luck', the bullets veered away from Fortune and struck Vamp in the chest and head. Vamp slumped to the floor, quite dead. Fortune broke down at yet another loss of someone he loved. However, Vamp was not yet finished. He suddenly began to breath again and proclaimed "I already died once, I cannot die again."

Later on, on the way to save Emma Emmerich, Raiden encountered Vamp once more sitting in the center of a pool of water waiting for him. After a short speech explaining Dead Cell's plans and Arsenal Gear, Vamp and Raiden did battle over the deadly waters below. Although having supernatural powers and incredible agility, Vamp was no match for Raiden and fell into an apparently watery grave. However, Vamp was STILL not dead. On her way crossing Big Shell's oil fence, Vamp attacked Emma Emmerich and mortally wounded her. Raiden used his honed sniping skills and landed a shot directly on Vamp's head. The Dead Cell member plummeted in the waters below, not to be seen again. However...who is that in the background behind Jack and Rose during the ending...

\*insert dum-dum-DUUUUUUM\*

Notes:

Vamp was originally a woman. Err...

-----  
Vernon CaTaffy  
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Appearances: None

Information:

All I have to say is "what the !@#\$". This is according to Metal Gear's US instruction manual:

Vernon CaTaffy, Terrorist at Large.

Colonel Vernon CaTaffy, a once tranquil shepard boy, who grew up on the remote banks of the Sam River in outer Mongolia with his 27 sisters, turned to terrorism at an early age.

Now after years of pillaging innocent people, he has taken control of Outer Heaven, a small nation on the outskirts of South Africa. Here, he is sole tyrant and radial dictator. He rules with bullets and bombs, and in only in a few months he has outlawed democracy and turned harmless villagers into mercenaries for a global terrorist network.

Umm...what the !@#\$ were they smoking when they wrote this...

-----  
Vulcan Raven  
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Bio:

Nationality: Native American-Inuit (eskimo for those who don't know)

Height: 210 cm

Voice Actor: Chuck Farley

Appearances: Metal Gear Solid

Information:

Vulcan Raven is half Native American and half Inuit (stereotypically called "Eskimos"). Raven was born with a raven birthmark on his forehead (0\_o) and because of it he was raised as a shaman and said to have supernatural powers (Native Americans and Inuit worship Ravens). Raven is able to withstand extreme cold temperatures (as just about everyone seemed to be able to do) because of his amazing physical prowess and outdoor experience. Though at glance he may seem to be all muscles and no brains, Raven actually a graduate

emeritus from the University of Alaska.

During an extremely cold winter, Raven traveled across the frozen Bering Sea and visited Russia. He then joined the Russian Bimpel, the Soviet Special forces unit. There he came to know Revolver Ocelot, who was a member of the GRU at the time. In 1993, he was demoted by President Yeltsin following his coup d'etat in Moscow. He then fled the country and became a mercenary. Raven eventually joined Outer Heaven mercenary dispatching company under Big Boss. After the destruction of Outer Heaven, he went back to being a mercenary for several years until he joined Fox-Hound after a strong recommendation from Revolver Ocelot. His weapon of 20 millimeter Vulcan cannon usually seen mounted on fighter planes. He is able to wield it as easy as a rifle and his incredible strength allows him to carry a ammo barrel on his back.

Vulcan Raven took part in the takeover of Shadow Moses where he battled Snake two times. The first was in a snow covered valley where he ambushed Snake in a M1 Tank. This was just a test of Snake's strength. After that he battled Snake in the underground base on the way to Metal Gear. This was to be a glorious battle to the death, as Raven put it. Despite Raven's superior firepower, Snake was able to defeat the giant. Raven gave Snake one last clue, informing him that the DARPA chief was really Fox-Hound member, Decoy Octopus. Snake then left him as his ravens 'returned' him to nature by completely devouring him.

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Yozef Norden

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Bio:

Real Name: Yozef Norden  
Height: 179 cm  
Weight: 95 kg

Appearances: Metal Gear 2: Solid Snake  
Information:

A zoologist, also known as a UN endangered species preservation authority. Has been acquainted with Pettrovich since they were college graduates. He was once a Green Peace member when he was young. Norden is currently the vice president of WWARF (World Wide Animal Rights Federation) and also a living matter accountant for the science magazine "Maxwell". He also stayed near Zanzibar Land to investigate animals indigenous to the area. He helped Snake with any matters dealing with animals or the environment during his mission.

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-----VII. Locations-----

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This section contains most of the major locations mentioned in the series. In a future update I plan to include the sub locations and a blurb about them.

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Big Shell, The

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Appearances: Metal Gear Solid 2: Sons of Liberty  
Information:

A massive offshore oil clean-up facility located 20 miles off the shore of Manhattan. It was constructed after the "terrorist" Solid Snake sunk an oil tanker off the coast. The facility has become a symbol of environmental protection. During a visit by President James Johnson, the rogue group Dead Cell along with Gurlukovitch's Private Army seized control of the facility and took all people present hostage. Most of Metal Gear Solid 2: Sons of Liberty takes place here. However, the Big Shell is not truly an oil decontamination facility. Its true purpose is to mask the construction of Arsenal Gear (see Arsenal Gear) without detection. The facility is destroyed when Arsenal goes active.

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Fox Archipelago

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Appearances: Metal Gear Solid  
Information:

An archipelago nearby where Shadow Moses Island is located.

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Fox Island

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Appearances: Metal Gear Solid  
Information:

An island close to Shadow Moses. There is a evac chopper waiting to pick up Snake and Meryl there after the mission.

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Outer Heaven

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Appearances: Metal Gear  
Information:

A country located 200km north of Salzburg, deep in South Africa. The country's borders are completely fortified and it is refer to as a "armed fortress nation". The country was taken over by Big Boss in the mid 1990's where he became the sole dictator of the country in secret. The nation began to increase its military power and planned to challenge the world with its military might. Outer Heaven was destroyed following Solid Snake's mission to the country in the Crisis of Outer Heaven in 1995.

After the fall of Outer Heaven, the country underwent sever bombing raids from the United States and many of its survivors were integrated into various black projects for the government (Genome Army, Black Color, etc.)

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Salzburgh

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Appearances: None  
Information:

A country deep in South Africa. Outer Heaven is located 200km from this location.

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## Shadow Moses Island

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Appearances: Metal Gear Solid

Information:

This is the location where Metal Gear Solid took place. An island off the Fox Archipelago, a government nuclear weapons disposal facility is officially on this island. However, that is not truly the case. The island really houses a civilian base, owned and operated by the weapons development company, ArmsTech. The facility was being used to construct a new model Metal Gear, codenamed "Rex", in secret. When Rex was nearing completion, the ArmsTech president, Kenneth Baker, along with the Chief of DARPA, Donald Anderson, traveled to the facility to oversee the final tests of Metal Gear. FOX-HOUND was also called in, along with the Next Generation Special Forces in a training exercise. However, the two groups seized control of the island and took the two officials hostage as well as took over the new model Metal Gear. Solid Snake was dispatched in order to deal with the terrorist threat.

By the end of his operation, many parts of the island's facility were damaged or destroyed. After that, the island was restricted and soldiers patrolled the area to keep out intruders (such as Gary McGolden). The island became a legendary place, much like Roswell, New Mexico or Area 51. That is, until Nastasha Romanenko uncovered the truth of what happened there...

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## Twin Lakes, Alaska

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Appearances: Metal Gear Solid

Information:

Snake's home in Alaska. A small town in a remote part of Alaska. Snake lived in a cabin in a forest outside of the town.

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## Zanzibar Land

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Appearances: Metal Gear 2: Solid Snake

Information:

The location of Operation Intrude: F014. It is a small 3rd World Country lead by Big Boss.

History:

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

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



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

#### Statistics:

Official Name: Zanzibar Land (ZL)

Population: 40,000

Area: 450 square km

Capital: Zanzibar

Governmental System: Republic

Head of the State: Unknown (Big Boss)

Political Party: One-party rule by Zanzibar Land Party

Language: English, Russian, Ukrainian, Polish, Uzbek, Vietnamese and French

Race(s): 100 of every world races including Caucasian, Negroid, Ukrainian, Russian, Uzbekian, German, Chinese and French.

Currency: Zanje

National Finances: Unknown

Defense Outcome: 75% of total GNP

Products and Resources: Iron, Coal, Bouxite, Tangsten, Beetroot, Flour, Oat, Potato, Corn, Super Mentha, Jijirium, Bizanium, Eltonium and Pegimin-H

Percentages of Field Suitable for Agriculture: 24%

Average Life Span -Male-: 41.5 years

Average Life Span -Female-: 40.31 years

Birthrate: 20 for every 1000 population

Death Rate: 35.8 for every 1000 population

#### Military:

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

#### Weapons and Equipment:

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

They hang M68 shrapnel grenades from their waists. In Zanzibar Land fortress where most places are close quarters, they are almost never used but they are loved as a kind of "talisman" by soldiers. Protection goggles shutters sandstorms and ultra-violet rays in desert, and in night time they are designed to work as nocturnal scopes. By switching them to telescope mode, they magnifying rate of x60 is possible.

#### Uniform:

Camouflage is brownish woodland pattern. It suits well with jungle, desert, highland and quagmire in Zanzibar Land. Red beret, which signifies them most in their outlook, has a national signature "ZL" attached to it. It is worn in normal duties (guarding), but in real operations a camouflaged helmet and a bulletproof vest is permitted to be worn.

#### Equipment:

-Protection Goggles: All-purpose goggles, that can also be used as an infrared night viewer. As an unique feature, an electric processor is attached on lens sides, all the time observing the movement of the eyeballs and eyelids of a

soldier, and when an eyelid stays closed for more than 0.4 second, a subtle electrical shock is applied to the side of the head - a "nap prevention system" is installed in them.

-Helmet: In normal times berets are worn, but helmets are equipped depending on necessity. This helmet is made of agamid plastic new fiber, and for each same unit of weight, it is 2 times sturdy as nylon and 8 times as iron.

-Gas Mask (M18-A 2): This gas mask comes with a voice emitter so you can talk easily, endurance of a filter (cartridge type) is as long as 70 days, and you can drink water while wearing this mask. Mainly mandatory for those on duty in gassy areas like research section.

-Equipment Harness

-M68 Shrapnel Grenades

-Pouch

-Combat Boots

-Combat Knife

-Ammo Case

-Water Bottle

-Wireless Transceiver

-Pocket-sized Buzzer

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

#### Military Armaments -Land-:

-Zanzibar Land Tactical Army

-Heavy Tank Legion 2 Goliath, Challenger, Melkapa-4, Abrams and others

-Machined Infantry Legion 3 Mass-produce Metal Gear G x45

-Light Tank Legion 2 Piranha, Aggress, Type-90 and others x30

-Special Task Force 3 Nuclear-mounted Metal Gear D and G x10

#### Military Armaments -Air-:

-Assault Helicopters Hind D, Hind E and others x15

-Fighters SU-29 Franker, Mig-A Fulcrum and others x25

-Scouts Phantom RF-4C and others 5

-Cargo/multi-purpose Hercules C130, Gigant and others 29

-Special Task Force Contents

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#### -----VIII. Organizations-----

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This section contains all of the Organizations within the series and any known members of them.

-----  
ArmsTech  
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Appearances: Metal Gear Solid  
Information:

A weapons development company owned by Kenneth Baker, they were the number two weapons developing company during World War II. However, ArmsTech had since fallen from its once lofty position. The company had been facing serious financial problems since the many budget cuts that have taken place in national defense. Also, ArmsTech lost its recent bid to develop the army's next generation fighter jets despite having superior technologies. In a desperate attempt to regain its status ArmsTech, in cooperation with DARPA began a black project codenamed: Rex. The project was to create a bipedal tank capable of performing a nuclear strike from anywhere on the earth. The project

was based on the technologies of the fearsome weapon of the Outer Heaven and Uprising of Zanzibar incidents: Metal Gear.

When the project had neared its end, a operation was to take place at a remote location in the Fox Archipelago on an island known as Shadow Moses (see Metal Gear Solid section for more details). This operation ended with the death of the company's president, Kenneth Baker, as well as the Metal Gear Rex project exposed to the world. It is unknown whether ArmsTech went under after the Shadow Moses incident.

Known Members:

Kenneth Baker- President (deceased)  
Hal Emmerich- Employee (no longer with them)

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DARPA

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Appearances: Metal Gear Solid  
Information:

The Defense and Advanced Research Project Agency, DARPA. Donald Anderson was the chief of DARPA. A joint venture between ArmsTech and DARPA led to the creation of the Metal Gear REX project. In Metal Gear Solid 2: Sons of Liberty, the Arsenal Tengus' as well as Solidus's suits were developed by DARPA. Raiden's Skull Suit might have been developed by them as well, but it was never told.

Known Members:

Donald Anderson- Chief (deceased)

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Dead Cell

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Appearances: Metal Gear Solid 2: Sons of Liberty  
Information:

The Navy SEAL's special anti-terrorist training squad. They were a special forces unit created by former President George Sears (aka Solidus Snake). The name was originally intended to reflect its anti-terrorist functions. The unit would launch unannounced assaults on government complexes, for the ultimate terrorism simulation. They were needed to show VR troopers how to deal with real exercises.

Around the time their original leader, Colonel Jackson, died in prison the unit began to unravel. The group was said to always be close to the edge, and after Jackson's death they became more and more extreme. Dead Cell began was said to go on missions after U.S. allies, even civilians. It was estimated that no fewer than a hundred people died on accidents the Dead Cell 'arranged' on their own. However, these allegations may not be the truth seeing as it could have been the Patriots setting up Dead Cell as Vamp said.

In late 2008, the group was devastated during a mission and all but three members were killed. The Patriots most likely had a hand in their downfall. On April 29th 2009, Dead Cell being led by Solidus, along with Gurlukovitch Private Army attacked and seized control the offshore oil decontamination facility, the Big Shell. They took hostages, including President James Johnson. The group was finally destroyed by the end of the operation.

Known Members:

Colonel Jackson- Original Leader

Fortune- Leader

Vamp- Subleader

Fatman

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Egg-Plant  
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Appearances: None

Information:

An extremist terrorist organization that Coward Duck was a leader of.

Known Members:

Coward Duck- Former Leader

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FOX-HOUND  
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Appearances: All

Information:

High Tech Special Forces Unit FOX-HOUND. A group of highly elite soldiers first formed by Big Boss in 1990. The unit was first formed to fight against local rebellions, regional conflicts and terrorism. FOX-HOUND is a team which sneaks single-handedly into "non-official combat" cases, in situations which diplomacy and military power is not an option. FOX-HOUND is officially a secret branch of NATO that deals with non-official covert missions.

A RUNDOWN OF FOX-HOUND

All members of FOX HOUND have mastered various sky trooper techniques, thoroughly acquainted with secret invasion technique from underwater and over the water, so they can sneak secretly by any kind of breaching path. Moreover, they have masteries and knowledge over survival over extended length in bushes, jungles and desert, acute tailing, furthermore detonating operation, wireless communication, seizing and reusing enemy weapons, collecting information, various martial arts, emergency medical operations, linguistic and hi-techs, anything required for being as a hi-tech special squad.

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

FOX-HOUND SELECTION AND SKILLS

Selection:

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

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

Physical Exam :

-Basic physical ability

- Short-range run
- Uninterrupted 80 push-ups
- Uninterrupted 100 sit-ups
- 50 meters free swimming
- Underwater diving ability
- Lone wilderness march (carry a backpack of 30kg, and conquer 64 km of length in 15 hours)

#### Psychological Exam:

- Mental recovery, concentration, endurance, self-control, tough inner self which are required to overcome the duties
- ESP expectancy score
- Marksman ability
- Recognizing and making decision on emergency environment

#### Intelligence Exam:

- Language
- Non-domestic geology
- World situation
- Hi-tech technologies
- Medical in outdoors
- Detonation operation
- Concealed communication
- Foreign weaponry

#### Training Drills

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

- Battlefield survival test (14 weeks)
- Shooting practice (very high standard is required; 100% to the target 548 meters away, 95% to the target 914 meters away)
- Patrol
- Conquering mountain
- Martial arts (fighting)
- Border crossing
- Guerilla combat
- Land navigation
- Map reading practice
- Escape - avoiding dangers
- Field combat medics
- Rebelling ranger practice
- Weapons
- Nautical control and navigation
- Diving, underwater sneaking
- Canoe
- Parachute skydiving practice (4 weeks)
- Assault paratroopers skydiving practice: H-A-L-O and H-A-H-O
- 11 normal skydiving, 15 in full gears, 2 in nighttime, 2 mass-tactical strategic diving.
- Intelligence operation
- Language and customs of destination country (4 weeks)
- Sneaking technique
- Improved flammable operation
- Utilizing hi-tech arms
- Communication (16 weeks)
- Medical (10 weeks)

## FOX-HOUND GEARS

FOX-HOUND is a non-official combat squad, so in usual "INTRUDE" operations anything that can indicate the identities should be acquired in enemy side, including weapons and equipment. For sneaking missions, they enter with a special via-satellite transceiver, a reactive radar and nothing else. The mission assigned to them is to act concealed and complete without leaving any clues, so they always prepare equipment and weapons in their destination they sneak.

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

### Clothing:

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

### Field Uniform:

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

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

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

### Uniform Camouflage Data:

Area Color Percentage 30% 30% 5% 5% 30%

COLD Evergreen Forest: green Field drab Sand Black Chameleon

Snowy Forest: green White Sand Black Chameleon

HOT Desert (gray): Sand Field drab Earth yellow Black Chameleon

Desert (red): Sand Field drab Earth yellow Black Chameleon

Tropical Rain forest: Forest green Dark green Light green Black Chameleon

Urban: Urban gray White Dark gray Black Chameleon

NOTE) Chameleon color changes adapting to the surrounding

### Combat Boots:

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

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

Combat Gear:

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

-Bandana: While main aim is to stop sweats falling from forehead, but chemical combustion can turn it into either comfortable cooler or heater equipment.  
Equipment

-Special goggles:

Not only sand- and wind-proof, but a real advanced stuff that can act as nocturnal vision in its infrared mode. Ultra-small lightweight fan motor and temperature sensors are embedded, and when the moisture within the goggles exceeds over 70%, motor automatically activates.

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

-Wireless transceiver: It can contact through satellites to anywhere in the world. For transmission purpose, it depends on special burst-signal conversion via computers, so decoding is not easy even if tapped. A greatest of items in FOX-HOUND, where information is regarded important over anything else.  
(Used in OPERATION INTRUDE N313 and F014)

-Wireless-only income: Lightweight flexible income equipped with a high-ability microphone. It can concentrate sounds without vocal microphones, using a system that directly picks sounds from vibration of ear bones.  
(Used in OPERATION INTRUDE N313 and F014)

-Mobile object reactive radar: A reactive radar that was introduced last year. It tells you anything moving in close range. Other than that, various sensors can be equipped as option.  
(Used in OPERATION INTRUDE F014)

-Parachute: With "untie inversion skirt net" applied to prevent the mishap of opening to reverse direction, a special parachute which ensure low altitude skydiving. It can open even from low height of 150 meters, is planned that it can be sufficiently employed in low altitude assault skydiving missions like HALO. Moreover, it is stealth and does not react to enemy radar.  
(Used in INTRUDE F014)

-Electro-magnetic compass: A compass given birth from "mono-pole" theory. Acts normally even in thick forest, which jams normal compasses.

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

-L-shaped torch

-Water bottle

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

(Used in OPERATION INTRUDE F014)

-Socks, underwear and towels

-Camouflage mat

- Bugs repellent, antidote against vipers and harmful insects with electronic micro suction pump
- Emergency medical kit
- Rations
- Vitamin pills, Origo-all P, salt
- Water distiller pills
- Wire cutter
- Weapons: Automatic handgun (Beretta 92SB-F or S&W M459), Sub-Machine Gun (Ingram MAC 11 or Heckler & Koch MP-5)

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

Snake was recruited into Fox-Hound in 1995. His first mission was the famous Operation Intrude N313 in which he destroyed Outer Heaven and defeated the current leader of Fox-Hound: Big Boss. A while after that, Colonel Roy Campbell took control of Fox-Hound. At this point, Campbell built up Fox-Hound's technological advancements as well as did away with the codename system of Big Boss's time. Solid Snake was brought back into Fox-Hound for Operation Intrude F014 (the Fall of Zanzibar). After that operation, Colonel Campbell soon retired from Fox-Hound. The codename system was reimplemented after he left the unit. A few years after that, Liquid Snake became leader of Fox-Hound. The Shadow Moses incident marked the end of Fox-Hound after Solid Snake single-handedly wiped out the unit after it seized control of the Shadow Moses facility. The Fox-Hound unit was officially disbanded after that. However, another soldier with the codename of 'Snake' was assigned to Fox-Hound for a mission involving the Big Shell. This however was just a front since the real Fox-Hound was disbanded years ago.

#### KNOWN FOX HOUND'S MEMBERS

##### Big Boss Era:

- Big Boss (Commander)
- Gray Fox
- Solid Snake

##### Campbell Era:

- Colonel Roy Campbell (Commander)
- McDonnell Miller (Consultant)
- George Kessler
- Solid Snake
- Charlie (Pilot)

##### Post-Campbell Era:

- Dr. Clark (Head of Fox-Hound's medical staff)

##### Liquid Snake Era:

- Liquid Snake (Commander)
- Revolver Ocelot
- Sniper Wolf
- Psycho Mantis
- Vulcan Raven
- Decoy Octopus
- Dr. Naomi Hunter (Head of Medical staff)

##### Post Fox-Hound:

- The Colonel (Commander)
- Raiden
- Rosemary

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Genome Army



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Appearances: Metal Gear Solid

Information:

This is a secret army made up of genetically enhanced soldiers. The army's existence is highly classified, due to the president at the time, George Sears', strong opposition to eugenics experiments. The army's members are highly advanced soldiers who all have IQs of around 180 (i.e. genius, although I don't believe in IQs as being accurate in the least bit. The Genome army proves it =). The Genome Army's members are trained through VR Missions, many have never been on a real mission. A large portion of the army is made up of former soldiers of the Outer Heaven merc dispatch company. The Genome Army took part in the Shadow Moses takeover along side Fox-Hound. After the takeover, the army's survivors were transferred to the Peace AFB in New Hampshire, where they are being held as prisoners to this day.

Known Members:

Johnny Sasaki

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Gurlukovitch Private Army

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Appearances: Metal Gear Solid 2: Sons of Liberty

Information:

A band of mercenaries formed by Colonel Sergei Gurlukovitch after the collapse of the Soviet Union. They were in line to work with Liquid Snake and the others during the Shadow Moses takeover. They were in line to steal the new model Metal Gear from the Marines during the Tanker incident. However, the unit was betrayed by Revolver Ocelot who was working with the army. Ocelot killed their leader, Colonel Gurlukovitch, and a large portion of the army itself was killed in the disaster. After that, the unit was taken over by Sergei's daughter, Olga Gurlukovitch. The army was hired by Solidus Snake to work in cooperation with Dead Cell to take over the Big Shell tanker facility in order to steal the new Metal Gear being housed there. After the mission, Olga was planning on disbanding the unit and letting everyone live on their own. However, things did not go as planned and Olga was killed as were quite a few of the army's members. It is unknown what happened to the army after Arsenal crashed into Manhattan, but in any case Gurlukovitch's Private Army no longer exists after the operation.

Known Members:

Sergei Gurlukovitch- Former Leader

Olga Gurlukovitch- Leader

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Les Enfants Terribles

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Appearances: None

Information:

An extremist terrorist group, stationed in France, that the Running Man was once a sub-leader of.

Known Members:

Running Man- Former sub-leader

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## Outer Heaven Mercenary Dispatch Company

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Appearances: Metal Gear

Information:

A mercenary dispatch company formed by Big Boss in the late 80's to early 90's. They offered their services to the highest bidder and were highly skilled. The company was disbanded following the destruction of Outer Heaven and Big Boss's defeat. Many of Outer Heaven's soldier's contracts were bought out by the US government and they became part of the Genome Army. Vulcan Raven was among them.

Known Known Members:

Big Boss- Leader

Machine Gun Kid

Shoot Gunner

Flame Trooper

Coward Duck

Vulcan Raven

Revolver Ocelot

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## Outer Heaven Resistance

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Appearances: Metal Gear

Information:

A guerilla resistance group against Outer Heaven. The resistance group was formed and lead by Kyle Schneider and lasted until the destruction of Outer Heaven in 1995. Jennifer and Diane were members of this group as well.

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## Out-of-Earth Environmental Special Forces

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Appearances: None

Information:

A NASA top-secret project team. They were hi-tech ninjas who had heightened their flesh to the limit with drugs and encased themselves within flex armors. A controversy rose regarding its existence as too dangerous, and the troop was dismissed before its actual debut. Some of its members, including Black Color, took asylum in Zanzibar Land

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## Patriots, The

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Appearances: Metal Gear Solid 2: Sons of Liberty

Information:

The Patriots are the true power that controls the United States' government. The Patriots control all government activities from behind the scenes and has influence world-wide. The organization is known by very few people and their existence is of the utmost secret. Political proposals, voting, funding, even the appointment of the President are all controlled by the Patriots. However, with the dawn of the Information Age, the Patriots are not able to keep up

with the blindingly fast distribution of information across the Internet. They are not able to control and suppress information not in their favor at the rate it spreads through the Internet. Because of this, the Patriots main project, Arsenal Gear along with its GW system was started (see Arsenal Gear and GW for more).

The President at the time, James Johnson, wished to steal Arsenal Gear and use it to make his way into the Patriot's ranks. He joined Solidus's cause as a result of this want of power. Solidus, however, wished to challenge the Patriots and wished to find the names of the Patriots with Arsenal, and destroy them. Seeing Solidus's plans, the Patriots dispatched a spy within Solidus's ranks. Solidus's right-hand man, Revolver Ocelot. Ocelot was sent in to thwart Solidus' plan and protect the identities of the Patriots. After the ordeal, Snake and Otacon use the data from the FoxDie Computer virus to find the names of the Patriots. They also find...

...they've all been dead for about 100 years...

---

Philanthropy

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Appearances: Metal Gear Solid 2: Sons of Liberty

Information:

An anti-Metal Gear organization official recognized by the United Nations, although it is a fringe group. They are on a mission to destroy illegal rogue Metal Gears throughout the world. Solid Snake and Otacon are members of this organization, and Mei Ling is associated with them as well. It may only be that the unit is made up of Snake and Otacon...but I'm not sure.

Known members:

Solid Snake

Hal Emmerich

Mei Ling?

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Rivermore Labs.

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Appearances: Metal Gear Solid

Information:

An organization which worked along side ArmsTech in the development of Metal Gear Ray. Rivermore Labs. supplied ArmsTech with much of Rex's weapons. They also had developed a new type of nuclear weapon. One which utilized Metal Gear's rail cannon and was able to fire a nuclear weapon with stealth, and which circumvented many treaties since it wasn't technically a missile (there is no jet propulsion.) Rivermore Labs. probably came under some heat after the Shadow Moses incident was exposed.

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Sons of Big Boss, The

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Appearances: Metal Gear Solid

Information:

The term the terrorists that took over Shadow Moses called themselves. The members included the leader, Liquid Snake, the Fox-Hound unit, and the Genome

Army. They called themselves this due to the fact that Liquid Snake was...well... the son of Big Boss (as were the Genome Army in a sick sense).

Known Members:

Liquid Snake- Leader  
Revolver Ocelot  
Psycho Mantis  
Sniper Wolf  
Vulcan Raven  
Decoy Octopus  
Genome Army

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Sons of Liberty, The

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Appearances: Metal Gear Solid 2: Sons of Liberty

Information:

The Sons of Liberty are what the group who took over the Big Shell called themselves. The members include the leader, Solidus Snake, Dead Cell, and Gurlukovitch Private Army.

Known Members:

Solidus Snake- Leader  
Revolver Ocelot  
Olga Gurlukavitch  
Fortune  
Vamp  
Fatman  
Gurlukavitch Private Army

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Thin Wall

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Appearances: None

Information:

Thin Wall, the positive punk band. Diane was a vocalist in the group.

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Ultra Box

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Appearances: Metal Gear 2: Solid Snake

Information:

An assassination squad that specializes in close-quarters combat. Its members come from such organizations as the SAS, GSG 9 (Grunz Schutz Gruppe), and UDT (Underwater Detonation Team). They are known to use elevators to perform sneak attacks on its target. These mercenaries were stationed in Zanzibar Land and ambushed Snake as he rode an elevator. The unit was completely wiped out by the elite Fox-Hounder.

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Whispers, The

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Appearances: None

Information:

A legendary guerrilla squad "Whispers" in Vietnam that Night Sight was a member of. It was said to be more advanced than Green Berets about jungle warfare in North Vietnam. The group was apparently completely wiped out with the exception of Night Sight.

-----  
Wisemen's Committee, The  
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Appearances: Metal Gear Solid 2: Sons of Liberty

Information:

A committee which consists of the twelve highest ranked members of the Patriots. While the exact members are all unknown, their influence is felt throughout the country and even the world. President Johnson wished to use Arsenal Gear as a bargaining chip to get his way into the Wisemen's. Solidus, however, wished to use Arsenal to find the names of the members of the committee and to destroy them.

-----IX. Weapons-----  
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This section contains most every weapon in the series. Eventually I'll get around to including ammo for each. But...

-----  
AKS-74u  
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Appearances: Metal Gear Solid 2: Sons of Liberty

Information:

The AK is an outstanding rifle in terms of precision and reliability. As evidenced by widespread licensed manufacturing -- not to mention large quantities of illegal reproductions -- the AK is in high demand around the world. It is often used as reference for the design of new rifle models. Designs for Israel's Galil, Finland's Valmet, and other rifles are based on the basic structure of the AK. This is a smaller model of the AKS-74 that was designed for use by Special Forces personnel. The stock will only extend to a maximum length of 726mm. This feature makes the rifle easier to handle in small spaces. The AK can be fitted with a suppressor as well. Raiden needed this weapon along with the enemy uniform he received from Mr. X in order to sneak into the Shell 1 Core.

-----  
C4 Plastic Explosive  
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Appearances: All

Information:

An explosive containing inert plasticizers, it's a white, claylike material. A very stable explosive with over 1.3 times the power of TNT. Immune to heat or shock, C4 will only explode when triggered by a detonator. The wireless detonator is equipped with both a scrambler and encryption, so there is no worry about the C4 being accidentally triggered by other wavelengths such as those emitted by jamming devices. Used to mostly destroy walls in Metal Gear

and Metal Gear 2: Solid Snake. In Metal Gear Solid, Ocelot uses C4 as a trap to contain President Baker. He also uses it to destroy the USS Discovery tanker. Fatman's bombs are also C4 model.

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#### Claymore Mine

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Appearances: Metal Gear Solid, Metal Gear Solid 2: Sons of Liberty  
Information:

The claymore is a directional mine that can be set up on the ground. It's mainly used for ambush or defense. It can also be used against light vehicles and other soft-skinned targets. This mine goes off when it detects someone approaching from the front. The explosion fans out shrapnel and metal balls to create a fan-shaped destructive zone, like the blast of a shotgun.

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#### Colt Single Action Army Revolver

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Appearances: Metal Gear Solid, Metal Gear Solid 2: Sons of Liberty  
Information:

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#### Famas

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Appearances: Metal Gear Solid, Metal Gear Solid 2: Sons of Liberty -beta-  
Information:

A bullpup style assault rifle. It is durable and easy to use. Very resistant to overheating, it is a reliable weapon with smooth action. It can fire up to 1,000 rounds per minute. On full auto, you will empty a 25 round magazine in a few seconds. It is also equipped with a laser sight, but it only activates when ammo is low. This weapon was originally planned to be in the Tanker chapter of Metal Gear Solid 2: Sons of Liberty, but was later removed for unknown reasons (you can get it in the demo via Gameshark.)

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#### Flame Thrower

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Appearances: Metal Gear 2: Solid Snake  
Information:

A flamethrower that Solid Snake rigs by instructions from Master Miller. It is made from a spray can of flammable contents as well as a Zippo lighter. Solid Snake uses it to kill Big Boss.

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#### Gas Grenade

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Appearances: Metal Gear 2: Solid Snake  
Information:

A grenade used to suppress riots. Emits CN1 gas to the wind direction upon explosion. The model is Neutralizing Gas ABC M25A2.

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Grenade  
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Appearances: All  
Information:

An anti-personel weapon. It is thrown and explodes sending shrapnel at its targets. Not much to it.

-----  
High Frequency Blade  
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Appearances: Metal Gear Solid 2: Sons of Liberty  
Information:

This is a extremely powerful blade given to Raiden by Olga via Snake. The blade Raiden has, as I'm told, is a Ninja-To blade. The sword is able to cut through any opponent with ease. It is also

-----  
M4  
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Appearances: Metal Gear Solid 2: Sons of Liberty  
Information:

An assault rifle Raiden finds during the Big Shell mission. The M4 is an assault carbine favored by the U.S. SOCOM. It's a descendant of the M1 carbine used in World War II. The "4" refers to the fact that it's the fourth carbine to be officially adopted by the American military. Basically, it was developed for the Special Forces using the M16-A as a base. The M4 carries thirty rounds of 5.56mm x 45 SS109s. Also, the carbines are short-barreled rifles originally developed for cavalry use.

-----  
M9  
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Appearances: Metal Gear Solid 2: Sons of Liberty  
Information:

A converted Beretta M-92F, designed to fire tranquilizer rounds. The impact of the tranq rounds cause the mixing of two chemicals in the shell. The resulting gas compresses a tiny piston and injects the tranquilizer in the bullet's tip into the target's skin. The tranquilizer's effects are felt at different times depending on where the bullet lands. A head or heart shot will take effect immediately, but a round that hits somewhere like feet or hands will take a while. It is also of note that this model is fitted with a silencer. Snake used this gun during the Tanker incident that lead to the creation of the Big Shell.

-----  
Nikita Missile Launcher  
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Appearances: All  
Information:

A remote-controlled missile launcher. Referred to as Nikita, it's a wireless guided projectile. It's a surveillance missile based on Micro Air Vehicle technology. The user controls it by watching the image transmitted from the CCD camera mounted on the missile. Although it's primarily designed for scouting missions, it carries a small explosive charge that allows a long-distance attack. It can also be remotely detonated as well.

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P90

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Appearances: Metal Gear Solid 2: Sons of Liberty  
Information:

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PSG-1

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Appearances: Metal Gear Solid, Metal Gear Solid 2: Sons of Liberty  
Information:

The PSG1 is an anti-terrorist automated sniper rifle. It features roller-locked action which allows a full free-floating barrel. The end result is an automatic rifle with precision equal to that of a bolt-action sniper rifle. The rifle has a 5-round group capacity of 50 mm at a range of approximately 270 meters. The PSG1 is one of the finest sniper rifles in the world. This was the rifle used by Snake in Shadow Moses and was the weapon of choice of Sniper Wolf. Raiden also used this in the Big Shell mission.

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PSG-1 T

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Appearances: Metal Gear Solid 2: Sons of Liberty  
Information:

The PSG1-T that you have there is a PSG1 with a modified barrel for firing tranquilizer rounds. It handles like a PSG1. It features roller-locked action which allows a full free-floating barrel. The end result is an automatic rifle with precision equal to that of a bolt-action sniper rifle. The rifle has a 5-round group capacity of 50 mm at a range of approximately 270 meters. It was used by Raiden in the Big Shell.

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RGB6

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Appearances: Metal Gear Solid 2: Sons of Liberty  
Information:

The RGB6 is the model grenade launcher used by Raiden in the Big Shell. It is a Croatian manufactured 40mm, 6-round grenade launcher. The RGB6 has a spring-driven revolver-type cylinder for handling six grenades. It delivers grenades with greater accuracy than throwing, and it's effective for taking out enemies with body armor -- not to mention those hiding behind objects. Since a launched grenade travels on a parabolic trajectory, hitting a target depends on your angle of fire and ability of the user.



-----  
SEMTEX  
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Appearances: Metal Gear Solid 2: Sons of Liberty  
Information:

Sometimes referred to as the "Terrorists' C4", this is a variation of C4 Plastic Explosive favored by Terrorists. Revolver Ocelot uses it to sink the Tanker and steal Metal Gear Ray. It is also used as a trap for Raiden on the Shell 1 - Shell 2 connecting bridge.

-----  
Socom Pistol  
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Appearances: Metal Gear Solid, Metal Gear Solid 2: Sons of Liberty  
Information:

It's a 45-caliber Offensive Handgun designed for the American Special Ops Command. With twelve rounds of 45ACP's, it has outstanding stopping power. The SOCOM has a minimum service life averaging over 6,000 rounds, and has a five-round group capacity that extends within a 1.4-inch radius. It also comes equipped with a laser aiming module. The suppressor uses multiple partitions to reduce gas discharge and keep sound and muzzle fire to a minimum. By keeping the internal baffles moist, sound can be reduced by approximately thirty-eight decibels. That suppressor can be screwed and secured to 10 different positions. This function allows you to adjust the gun's impact point. This was used by Snake and Raiden during their missions.

-----  
Stinger Missile Launcher  
-----

Appearances: Metal Gear Solid, Metal Gear Solid 2: Sons of Liberty  
Information:

A portable surface-to-air missile launcher. They are equipped with a thermal homing device, so once they locked on they will automatically pursue the target. However, the Stinger you have hasn't been updated to deal with countermeasures. The missile's seeker might be thrown off course by flares. Don't forget that. Stingers are very potent, short-range, low-altitude SAMs. In Afghanistan, the Mujahaddin shot down hundreds of Soviet aircraft with them, forcing them to change their tactics.

-----  
Stun Grenade  
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Appearances: Metal Gear Solid, Metal Gear Solid 2: Sons of Liberty  
Information:

It's a non-lethal weapon often used in hostage situations. It is designed to daze enemies with a blinding flash of light and an ear-splitting bang. Because of this it is often called a flash-bang grenade. When it goes off, it emits a flash equivalent to 2.5 million candles and an explosive sound of over 160 decibels. In simpler terms, that's over 120 times the brightness of a police flashlight and the sound of a jet during take-off. There is also a lot of heat. But that's only at the millisecond level. The sound emission is also at the millisecond level so there's no permanent damage to the victim's hearing.

-----  
USP  
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Appearances: Metal Gear Solid 2: Sons of Liberty  
Information:

A handgun that Olga Gurlukovitch and later Solid Snake used during the Tanker incident. The USP comes in a variety of calibers, from a 9mm to a .45. This was a 9mm, with 15 rounds per magazine. It's also equipped with a flashlight for nighttime shooting.

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-----X. Equipment-----

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This section contains every non-offensive piece of equipment, no matter how overlooked or forgettable.

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Antenna  
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Appearances: Metal Gear  
Information:

A special antenna that can be fitted on Snake's transceiver in order to use it in areas with radio jamming.

-----  
Antidote  
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Appearances: Metal Gear  
Information:

An antidote to poisonous scorpion bites.

-----  
Anti-Personnel Sensor  
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Appearances: Metal Gear Solid 2: Sons of Liberty  
Information:

An anti-personnel sensor that can detect the heartbeats of guards in the area. The drawback of this device is that it disables all other vibrations.

-----  
B.D.U.  
-----

Appearances: Metal Gear Solid 2: Sons of Liberty  
Information:

An enemy field uniform that Raiden disguises himself in to infiltrate Shell 1 core. Raiden needed a AK74-u to complete the disguise. It becomes useless after Ocelot's men unmask him.

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### B1 Ration

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Appearances: Metal Gear 2: Solid Snake  
Information:

A ration containing ham, pork, beef, and eggs pastes, tuna fish, a chocolate bar, and some crackers

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### B2 Ration

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Appearances: Metal Gear 2: Solid Snake  
Information:

A ration containing tomato-boiled peas mixed with meatballs, potato-boiled peas mixed with German sausages, sauce-boiled beef, and potato-boiled beef.

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### B3 Ration

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Appearances: Metal Gear 2: Solid Snake  
Information:

A ration containing chicken, turkey, sauce-boiled ham, spaghetti with beef, blocks of cheese and turkey, as well as coffee.

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### Bandage

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Appearances: Metal Gear Solid 2: Sons of Liberty  
Information:

A gel bandage designed to quickly stop bleeding. The bandage is a type of alginate dressing. It's a highly absorbent pad that gels blood and other fluids on contact. It releases calcium ions during absorption, hence the coagulating effect.

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### Bandana

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Appearances: Metal Gear Solid, Metal Gear Solid 2: Sons of Liberty  
Information:

After Meryl and Snake escaped from the Nuclear Disposal compound on Shadow Moses, Meryl found a bandana on the snowmobile they found on their escape. She gave it to Snake for them to remember the incident by. The bandana gives Snake infinite ammo...somehow (and yes, it ACTUALLY gives him infinite ammo story wise 0\_o) In Metal Gear Solid 2: Sons of Liberty, Snake could receive a infinite ammo bandana by collecting dogtags. This bandana was insanely long, nearly to Snake's feet.

---

### Binoculars

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Appearances: All

Information:

A pair of digital high-end military model binoculars with auto-focus and zoom features. In Metal Gear 2: Solid Snake, the model is Nikos F500.

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Body Armor

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Appearances: All

Information:

Body armor interwoven with a special fiber made from high-performance polymer materials. The special fiber tangles around a bullet to cushion and spread out the impact to keep damage at a minimum. The model in Metal Gear 2: Solid Snake is the S.P.S.- Silent Partner Special.

---

Bomb Blast Suit

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Appearances: Metal Gear, Metal Gear Solid 2: Sons of Liberty

Information:

A heavily protective suit worn by bomb disposal personnel. It has maximum protection while still giving the user much mobility. Snake needed the weight of the bombsuit to cross the wind traps on the rooftops of Outer Heaven. In Metal Gear Solid 2: Sons of Liberty, Fatman wears a similar Bomb Blast Suit, which makes him impenetrable to Raiden's bullets.

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Brooch of Natasha

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Appearances: Metal Gear 2: Solid Snake

Information:

A brooch that Natasha gives to Snake before she dies. It has the scent of Natasha's perfume. Its shape is that of Zanzibar Land's symbol. The brooch is actual the key to the locker where Kio Marv's OILIX data is stored in a MSX cartridge.

---

Camouflage Mat

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Appearances: Metal Gear 2: Solid Snake

Information:

A mat that can be laid on any surface and will transform into the color of the terrain. Useful to avoid aerial observation.

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Cardboard Box

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Appearances: All

Information:

The trademark odd item of the Metal Gear series. A cardboard box usually consists of a thin pasteboard with a corrugated paper center. They are usually made of recycled paper. It was first invented in Europe over a hundred years ago. It was originally used to absorb one's sweat when wearing hats. With the same amount of wood to make one wooden box, you can make six or seven cardboard boxes. And since it's recyclable, it's highly economical. In addition, It is strong and easy to store. That's why it's widely used for packing. But to avoid damaging weapons and other delicate instruments when shipping them, they should be packed in stronger boxes, like wood or something. Also, the crevices should be filled with Styrofoam to prevent them from moving around. ...So anyway, what's with the box? =) Snake seems to have a deep respect for the cardboard box...

---

Chaff Grenade

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Appearances: Metal Gear Solid, Metal Gear Solid 2: Sons of Liberty

Information:

An electronic warfare weapon designed to disrupt electronic equipment and jam transmissions. Detonated with a small charge, the grenade releases chaff and a miniature active jammer. The grenade renders electronic equipment useless for a brief period of time.

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Cigarettes

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Appearances: All

Information:

If you don't know what cigarettes are, I'll hit you. Cigarettes contain benzopyrene, a chemical that leads to lung cancer. When benzopyrene enters the body, it changes to benzopyrene diolepoxide (BPDE) and attaches to the receptors on the P53 gene, the gene which causes lung cancer. The BPDE attaches to the P53 gene in three specific locations and causes pre-cancerous changes to the lung tissue (Naomi's explanation.) Solid Snake, Natasha Romanenko, and Raiden have all been avid smokers. In Metal Gear 2: Solid Snake, Snake smokes Lucky Striker brand cigarettes. In Metal Gear Solid 2: Sons of Liberty, Snake uses a smokeless brand of cigs.

---

Codec

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Appearances: Metal Gear Solid, Metal Gear Solid 2: Sons of Liberty

Information:

A type of transmitter developed by Mei Ling. The Codec is placed in ear of an individual and only can be heard by the one wearing it. Although I'm not certain, it seems that the Codec might also be a sort of digital telepathy, seeing as it apparently allows people to communicate without making noise. This is done quite a few times but never fully explained.

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Compass

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Appearances: Metal Gear  
Information:

A standard compass. Snake uses it to get through the desert in Outer Heaven.

-----  
Coolant  
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Appearances: Metal Gear Solid 2: Sons of Liberty  
Information:

A type of coolant spray used to disable Fatman's C4 bombs. Peter Stillman gave one of these to Raiden and Pliskin in order to diffuse Fatman's bombs. When the coolant is exposed to the open air, it changes into a gel and adheres to the C4 and stays at a low temperature. It can also be used to put out fires and spray away pesky bugs.

-----  
Diazepam  
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Appearances: Metal Gear Solid, Metal Gear Solid 2: Sons of Liberty -demo-  
Information:

A benzodiazepam based anti-anxiety drug. It has a strong effect on the central nervous system and it's often used as a psychotropic drug. It is also effective as a muscle relaxive. It is widely used to treat psychosomatic disorders such as autonomic ataxia or as pre-anesthetics to relax patients before an operation. An adult should take no more than one to four doses per day, with each dose being .25 to .5 milligrams each. If too much is taken, it can become addictive like alcohol or several other drugs. Sniper Wolf is addicted to the pills, constantly swallowing them even when not sniping. Snake used these pills to help him sniper during Shadow Moses. They were in the Metal Gear Solid 2: Sons of Liberty demo, but were replaced by Pentazemin. Probably some people protested or something \*shrug\*

-----  
Digital Camera  
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Appearances: Metal Gear Solid, Metal Gear Solid 2: Sons of Liberty  
Information:

A high quality digital camera. When a picture is taken, the screen data is first stored in the camera's internal memory. Then it's automatically processed through various algorithms to protect against tampering. Each picture is electronically stamped and distinctively encrypted. So, in the off chance that someone alters the data during transmission, the sender would know immediately. The camera's memory is limited to either six shots (Tanker mission) or as much space on your 'disc'. This was a special item in Metal Gear Solid, it could be used to take pictures of Shadow Moses' many 'ghosts'. In Metal Gear Solid 2: Sons of Liberty, Snake uses this camera to take photos of the prototype Metal Gear.

-----  
Directional Microphone  
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Appearances: Metal Gear Solid 2: Sons of Liberty  
Information:

A highly sensitive piece of equipment that picks up the slightest sound. It's a high-precision mike that's been designed to pick up sounds in front of it. The microphone comes equipped with a miniature amplifier that will pick up a heartbeat if it's pointed properly at a living target's heart.

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Gas Mask

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Appearances: Metal Gear 2: Solid Snake, Metal Gear Solid  
Information:

A double eye-piece model gas mask. Be careful. Unlike the transparent shield type, it will restrict the user's field of vision. It is equipped with a voice emitter, so there is no worry about not being heard. The outside is made of reinforced plastic and the inside are made from an acetate weave. The eye pieces are specially treated so they won't fog up. Commonly used in riot situations.

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Hang-Glider

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Appearances: Metal Gear 2: Solid Snake  
Information:

A standard, camouflage colored hang-glider. Snake uses this to cross a large valley in Zanzibar Land after Gray Fox destroys the bridge.

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Handkerchief

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Appearances: Metal Gear Solid  
Information:

A ordinary handkerchief that belonged to Sniper Wolf. It had faint scent of Wolf on it. She gave it to Otacon while he was in captivity. Later, Otacon gives it to Snake while he is confined during his torture. Snake later returns the handkerchief back to its owner after he kills Sniper Wolf.

---

Ketchup

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Appearances: Metal Gear Solid  
Information:

A standard bottle of ketchup that Otacon gave to Snake while he was captured. It's exactly the right color and consistency to look like blood. Snake could use it to escape from the guard assigned to him.

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Keycards

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Appearances: All

Information:

PAN (Personal Area Network) keycards used in most high security areas. They works together with the user's body's own electrical field. It transmits data using the salts the body as the transmission medium. As the user approach the door's security devices, they'll read the data stored in the card and automatically open.

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Lighter

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Appearances: Metal Gear 2: Solid Snake

Information:

A Zippo lighter that Snake used along with a aerosol can in order to rig a flamethrower. It was used to kill Big Boss.

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Mine Detector

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Appearances: Metal Gear Solid, Metal Gear Solid 2: Sons of Liberty

Information:

The model in Metal Gear Solid is a standard metal detector variety of mine detector. In Metal Gear Solid 2, it is a new model mine detector. It isn't a metal detector. It's based more on the various systems used in chemical detectors. In short, it doesn't respond to a mine's metallic casing. It actually detects the elements used in explosives. That's why you can accurately detect the location of mines despite the fact that you're in a metal-based structure. It works along with the Soliton Radar.

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MSX Cartridge

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Appearances: Metal Gear 2: Solid Snake

Information:

This is a MSX Cartridge that housed Dr. Kio Marv's OILIX formula. Being a huge video game fan and designer, he stored his final work on the disk along with his signature.

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Night Vision Goggles

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Appearances: Metal Gear Solid, Metal Gear Solid 2: Sons of Liberty

Information:

A high quality pair of night vision goggles. The goggles are equipped with an image intensifier that amplifies even the lowest levels of light to produce clear images. Night vision devices were introduced in the 1940s. Since then, they've undergone several modifications to improve both sensitivity and resolution. Incidentally, this set is a fourth-generation model.

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Optic Disc

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Appearances: Metal Gear Solid  
Information:

This is a Optical Disc that Snake received from Kenneth Baker before he died. It contains all of Metal Gear's test data. Baker was to personally give it to Jim Houseman, but died before he had the chance. Revolver Ocelot took the disc from Snake when he was captured and later sold its data on the black market making him rich enough to buy a small country.

---

Pentazemin

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Appearances: Metal Gear Solid 2: Sons of Liberty  
Information:

Pentazemin is a benzodiazepinate anti-depressant used in the treatment of disorders such as depression and autonomic imbalance. In addition to its calming effect, it also relaxes muscular tension and combats convulsions. The result is a steady set of hands. This is useful for soldiers who are sniping in order to prevent muscle spasms.

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Sensor A

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Appearances: Metal Gear Solid 2: Sons of Liberty  
Information:

Aside from C4, explosives continually release their own specific particles. Based on ion mobility spectrometry technology, Sensor A is capable of detecting particle clusters. The detected C4 appears on radar as a cloud-like shape. The cloud indicates the rough location of the explosive. This version was specifically made to locate the scent of Fatman's cologne.

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Sensor B

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Appearances: Metal Gear Solid 2: Sons of Liberty  
Information:

This sensor was designed to pick out the "odorless" C4 set up by Fatman. Unlike Sensor A, which detects explosive particles, this unit detects the explosive inside an object sealed by neutron emission. The sensor should be able to detect C4, despite the fact that it's been securely sealed to prevent "odor" or more specifically the diffusion of explosive particles. When neutrons pass through an object, the hydrogen material it contains interacts to produce a rear diffusion. By measuring this rear diffusion with the detector, the resulting value is analyzed to determine the existence of an explosive.

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Soliton Radar

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Appearances: Metal Gear Solid, Metal Gear Solid 2: Sons of Liberty  
Information:

A new technology developed by Mei Ling. The Soliton Radar is the radar used in Shadow Moses as well as the Tanker and Big Shell missions. It uses the body's biological magnetic fields as input. These estimated enemy positions are projected onto a map according to reference points collected via GPS signals and field personnel reports. Although it is not effected by weather, areas with strong harmonic resonance will jam it, as will be discovered by the enemy. During the Big Shell mission, Raiden had to log onto "nodes" to activate the radar.

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Spray Can

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Appearances: Metal Gear 2: Solid Snake  
Information:

A can of highly inflammable lacquer spray with LP gas included. Snake used this along with a Zippo lighter to make a flamethrower which he used to kill Big Boss. The brand was "Mrs. Spray" (o\_0).

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Stealth Camouflage

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Appearances: Metal Gear Solid, Metal Gear Solid 2: Sons of Liberty  
Information:

Stealth camouflage, a new technology developed by Hal Emmerich. Stealth camouflage works by bending the light around the user in such a way that they're rendered nearly invisible. It is not as effective in better lit areas as a outlining of the user can easily be seen. In the Shadow Moses takeover; Otacon, Gray Fox, Psycho Mantis, and four enemy troopers all used this technology. After Shadow Moses, Snake used the camouflage to sneak aboard the USS Discovery, but it broke upon impact on the ship.

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Thermal Goggles

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Appearances: Metal Gear Solid, Metal Gear Solid 2: Sons of Liberty  
Information:

A top of the line model of Thermal Goggles. These goggles provide night vision by creating images from heat distribution. The goggles have a resolution of over 400,000 pixels. This performance is largely attributed to the use of a two-dimensional solid projection system with outstanding electric charge transfer capability. Useful for seeing mines, weak walls and hiding guards.

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Transceiver

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Appearances: Metal Gear, Metal Gear 2: Solid Snake  
Information:

The standard communication device in Fox-Hound during its earlier days. It can contact through satellites to anywhere in the world. For transmission purpose, it depends on special burst-signal conversion via computers, so decoding is not easy even if tapped. The frequencies range from 140.00 to 140.99. It was later replaced by the Codec.

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-----XI. Vehicles-----

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Arsenal Gear  
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Appearances: Metal Gear Solid 2: Sons of Liberty

Information:

Created to be the core of the country, Arsenal is an impregnable fortress carrying a payload of over a couple of thousand missiles including nuclear warheads. It is protected by several (25 or so) Metal Gear RAYs. It has full access to the Military's Tactical Network, giving it the ability to exercise absolute control over the nation's armed forces and nuclear armament. Arsenal's main purpose is the filter out information that the Patriots do not see in their best interest. In short it is created to be a form of global censorship controlled by the Patriots. Its main control center is the "GW" (see GW for more info). The entire tanker incident as well as the construction of the Big Shell was just a front for the construction of Arsenal. Solidus's main goal was to seize control of Arsenal and find out the names of the Patriots from it. After the fortress was infected by the FoxDie computer virus, it crashed straight into the middle of Manhattan. It is unknown what became of it after that.

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Bulldozer  
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Appearances: Metal Gear

Information:

Umm...a standard bulldozer. Outer Heaven soldiers tried to run Snake down with this but were quickly destroyed.

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Goliath  
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Appearances: Metal Gear 2: Solid Snake

Information:

The Zanzibar Land Main Battle Tank. It was originally designed to be a boss in the game, but was cut for unknown reasons. It is still visible in storage during the course of the game.

Overview:

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

An MBT developed for the U.S. Army through collaboration of Chrysler, General Water, and Omni Corporation in the early '90s. Form architecture planning took the best concepts from Abrams, T-72, T80, Leopard2, Type 99 of Japan Defense Force and others.

Goliath is, as its name implies, a "huge" heavily-armed tank, but is equipped with a 2000hp engine and maintains high maneuverability even at its top speed

of 75km/h.

Main gun can fire 30 rounds per minute through an "Auto-reload and Supply System". It can utilize thermal images, so you can adjust the bend of the barrel to correct artillery. But, even by today's standards, with digital computers, passive nocturnal sight options and other high-tech implementations, it's the tank of the future.

Specs:

Crew: 4

Overall Length: 8.050 m

Overall Height: 2.980 m

Overall Width: 3.960 m

135mm smooth bore tank gun as main armament

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

Max. Speed: 75 km/h

Fully-loaded Weight: 54.5 tons

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

Stores 100 135mm gunshells

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

With a muzzle brake which neutralizes backfire from gunshots.

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Harrier 2  
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Appearances: Metal Gear Solid 2: Sons of Liberty

Information:

The Harrier 2, a formidable fighter plane piloted by Solidus Snake during the Big Shell incident. Solidus used the Harrier 2 to shoot down the two SEAL choppers after they dropped off their passengers. It was later used to battle Raiden and Snake as Raiden crossed the bridge between Shell 1 and Shell 2. The Harrier 2 was destroyed in the battle against Raiden and Solidus lost one of his eyes in the crash.

Armaments:

-Advanced Medium Range Air-to-Air Missiles (AMRAAM Missiles)

-Air-to-Surface Missiles

-Cluster Bombs

-25mm Guns

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Hind D  
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Appearances: Metal Gear, Metal Gear 2: Solid Snake, and Metal Gear Solid

Information:

A Mir Mi-24 HIND-D ZL Russian Gunship. This vehicle was used in Outer Heaven as well as was the main helicopter of Zanzibar Land. Colonel Gurlukovitch gave a Hind D to Liquid Snake as down payment for the Metal Gear prototype which they were in line to steal. Liquid Snake is an expert pilot with the Hind, being able to fly it and shoot down two F-16s.

An Overview of the Hind D:

Along with similar Mir Mi families like "Hip", "Haze" and "Hound", most strongest gunships are HIND series, including this Mir Mi-24. HIND D is a most important helicopter in Warsaw Treaty armies, and in contrast, is most feared by Western land forces.

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

Upon modification, opinions of seasoned veterans were applied, and adjustments were made by many weapon strategists and scientists. For example, even the "manipulated attack against the rotor from surface" which was most fatal to the gunships was taken care of, and it cannot be shot down with small firearms.

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

Specs:

Crew: 8

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

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

Practical Levitation Limit: 4500 m

Strategic Action Radius: 24 km

Whole Cargo Load: 1200 kg

Main Rotor Diameter: 17.00 m

Overall Length: 17.00 m

Overall Height: 4.25 m

Main Rotor Rotation Path Coverage: 227.0 square meters

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

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

Exterior is of titanium armor.

-----  
M1 Tank  
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Appearances: Metal Gear Solid

Information:

This is the model tank that Vulcan Raven ambushed Snake with during his mission. It has a crew of about 3-5 people. The M1 tank is equipped with advanced vetronics. Once it locks on to a target, its main gun automatically tracks it. The main gun has a range of around 3000 meters or so. However, the system is vulnerable to chaff grenades so it isn't perfect. The M1 tank's maximum speed is 45 mph. It is also equipped with a powerful chain gun on the top which one soldier can operate.

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## Metal Gear

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Appearances: Metal Gear

Information:

The original walking battle tank created by Dr. Pettrovich Madnar under the orders of Big Boss while he was taken hostage. The fearsome vehicle is the center of most of the story of the Metal Gear series. The original model in Outer Heaven was not yet fully operational and was easily destroyed by Snake before it could be activated.

The Tactical Role of Metal Gear:

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

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

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

On the other hand, SLBM (Submarine-Launched Ballistic Missile) can be, as its name indicates, fired from any sea area as long as it is underwater, but cannot be launched from the land. Even less from mountains and desert area, a ridiculous dream. And about dropping from long-range bombers, the success rate to reach the drop point is low, and unlike submarines which can act completely independently, there are problems like refueling and several others.

Metal Gear series have solved all these matters, and furthermore, not only that they can fire middle-range nuclear like LINF with ranges shorter than 5500 kilometers and SINF (550 to 1000), but even short-range nuclear with range below 500 kilometers. By simply changing every kind of nuclear modules, they can fire any missiles. And they are mobile by their own, and adding to that, they can fire from where tanks even tanks cannot enter. They can fire from all the area, all the points which were not included in world nuclear warfare map.

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

This is why East, West, and all the world fear existence of these war machines. The appearance of Metal Gear is a dangerous occasion, which might collapse world military balance and nuclear security balance.

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Metal Gear D

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Appearances: Metal Gear 2: Solid Snake  
Information:

The Metal Gear D was the second incarnation of the fearsome Metal Gear. It was also created by Dr. Pettrovich Madnar. However, this time Dr. Pettrovich voluntarily aided in making the Metal Gear. This version is a huge upgrade to the first Metal Gear and is fully operational. It is piloted by Gray Fox while Snake is on his mission in Zanzibar. It is later destroyed by Snake in the 100th floor basement of Zanzibar when Snake and Gray Fox due battle.

Specs:

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

Class 1 Weaponry- Standard Equipment:

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

Class 2 Weaponry- Optional Equipment, equipped optionally depending on attacking areas and mission purposes:

- Double Launcher Pod
- Surface-to-air Missile
- 75 mm cannon gun
- Class 3 Weaponry
- Nuclear, Short- to middle-ranged nuclear missiles are equipped (up to 6 shots).

Transportation:

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

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

To carry a Metal Gear on air, it should endure at least 60 tons of weight. For this purpose, Gigant, with 5 turbo-shaft engines was developed. While carrying, a form which a Metal Gear is being hung by wires to a helicopter is taken. On any type of Metal Gears, hooks for air transportation are attached. Metal Gear is most vulnerable under this status, so during such trips a few guard gunships should always escort. The transportation plan is thought as the first key point for every strategists.

Transportation is done in nighttime up to 20 to 30 kilometer far from the

destination, and a Metal Gear travels by its own then  
(maximum speed: 45 km/h).

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Metal Gear G  
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Appearances: None (planned for MG2:SS)  
Information:

The Mass-Produce Metal Gear Gustav. This was originally a enemy planned for the 1st floor of the Zanzibar Building.

#### Overview:

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



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

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

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

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

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

Specs:

Crew: 1

Overall length: 3.85m

Overall height: 3.10m

Overall width: 2.07m

Weight: 18t

Max. speed: 50km/h

Armor: Chobham Plate and Tangsten Armor

Equipment: 12.5 mm Vulcan gun, 20 mm machine gun

Why this unit was scrapped? I suppose it would make the Metal Gear seem less formidable if they were mass produced and used by common soldiers. It would lose its "Ultimate Weapon" feel it has. Well, the Vs. 20 Metal Gear Ray fight in MGS2 really cheapens Metal Gear as a badass war machine.

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Metal Gear Ray  
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Appearances: Metal Gear Solid 2: Sons of Liberty

Information:

A new Metal Gear prototype developed by the Marine Corps in a project headed by Scott Dolph. It was designed as a countermeasure to deal with the black-market Metal Gear variants around the world. The RAY unit was stolen by Revolver Ocelot with help from Gurlukovitch Private Army in the incident that led to the creation of the Big Shell. After that it was redesigned to be guards for the Patriot's Arsenal Gear. There are two versions of Metal Gear Ray. The prototype that Ocelot stole which is manned by a single pilot, and the mass-produced Metal Gear Rays which are controlled by AI to defend Arsenal Gear. There are around 25 of the mass-produced Ray units in storage on Arsenal Gear. Raiden fights and defeats the majority of the units, but it would probably be a different story if they were not being controlled by AI (if people with the skill of say Liquid Snake were piloting them, Raiden would probably be toast).

Armaments:

- 70mm Vulcan cannons equipped on both 'knees' of the vehicle
- Surface to air missiles. This includes HEAT missiles which the Metal Gear Rex variants' armor is vulnerable to.
- A jet of super-pressurized water that is shot from its mouth. Fundamentally, it's a hydro-cutter, but the power is on a completely different scale. It is able to cut through even the strongest of metal with ease.
- Anti-personnel cluster missiles.

#### Some Technical Information:

The engine system of Metal Gear RAY is outfitted with artificial muscle tissue. The artificial muscle consists of actuators that resemble human muscle tissue. It's made of a macromolecular fiber that conducts electricity. This system is different from ordinary engines based on mechanical activators and oil pressure. It's capable of many different kinds of movement using a single kind of engine. In other words, it's capable of performing a complex series of motions smoothly and effortlessly. RAY's movements are both quick and precise. RAY's armor is made of a state-of-the-art ceramic-titanium alloy. A network of simple sensor arrays stretches around the body, including conductive nanotubes that connect the surface and the interior of the armor. When the condition of the armor changes, self-diagnostic systems located throughout the armor detect and respond to this change, like a network of autonomic reflex nerves. This acts as a damage control response system, performing functions such as shutting down a damaged section or rerouting signals through auxiliary circuits. At the same time, any holes and tears in the armor are repaired to some degree by a kind of "nanopaste" that's secreted automatically from valves near the damaged area. This nanopaste almost makes RAY seem like it's bleeding.

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#### Metal Gear Rex

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#### Appearances: Metal Gear Solid Information:

This is a Metal Gear prototype that was designed by ArmsTech in cooperation with DARPA. It was constructed and housed at a dummy nuclear disposal facility located on Shadow Moses Island. It was designed by the ArmsTech engineer, Hal Emmerich. The final training exercise of Metal Gear took place on the day that Shadow Moses was taken over by Fox-Hound along with the Genome Army. They planned to activate Metal Gear and use it to launch a nuclear strike if their demands were not met. They then planned on selling the unit to the head of the Russian GRU, Colonel Sergei Gurlukovitch. The initial prototype was destroyed by Solid Snake, but the unit's test data was recovered and sold on the black market by Revolver Ocelot. After that, every country and dotcom could have it's own Metal Gear variant.

#### Armaments:

- A free-range electron laser: The laser is mounted on its 'belly'. It's a laser weapon that discharges a laser beam into an electron beam that's been accelerated using giant magnets. It can generate an incredible amount of energy, up to 100 megawatts. That's ten times greater than any other laser out there at the moment.
- Anti-tank HEAT missiles: The missile launchers are located on both of its knees. They're a laser semi-active homing type that doesn't use wires. The shooter uses a laser illuminator to bounce a laser beam off the target. After that, the missile uses the light reflected off the target to home in on it.
- Twin 70mm Vulcan Cannons
- A Rail Cannon: The rail cannon uses magnetism to fire projectiles. By perfecting the process of shell acceleration, the rail gun is able to fire a

projectile with a muzzle velocity of over 100 kilometers per second. It was originally going to be used, as part of SDI, to shoot down enemy ICBMs outside the atmosphere. However, it was remodeled to fire nuclear warheads. There however, is still major problems with the cannon's accuracy that haven't been worked out yet.

Rex's operation and defenses:

Rex's armor is impregnable. It uses the latest advances in compound armor. The only way you can pierce it is with a high performance HEAT (high explosive, anti-tank) round. Rex's pilot seat operates exactly like a VR system. It has multiple sensors connected to a high tech interface used for the controls. It's completely self-enclosed and shut off from the outside environment. The round shield like device on Rex's 'arm' is called a Radome. This device controls Metal Gear's sensors. In the situation that the Radome is destroyed, Metal Gear's cockpit will open, leaving it vulnerable to attack. While the armor is nearly impregnable, the interior is a different story. When the pilot seat is exposed, a single stray missile can destroy the unit if it impacts on the interior. This is a "character flaw" that was developed by its designer, Hal Emmerich.

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Sikorsky

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Appearances: Metal Gear 2: Solid Snake

Information:

The Sikorsky- HH-64 D Dragoon. This is the model of chopper which picks up Snake and Holly at the end of the Uprising of Zanzibar. In MG2:SS, it is piloted by a pilot named Charlie.

Overview:

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

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

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

The potential of these mini-guns which can fire up to 4000 rounds per minutes can be understood once you have seen the ending of the game. As crews, special force members wearing parachutes, called PJ ride in and cover the rescued.

Specs:

Overall Length: 20.50 m

Overall Height: 7.95 m

Diameter of Main Rotor: 25 m

Diameter of Tail Rotor: 5.08 m

Output: 4400 horsepower

3 T98-ME-V8 turbo shaft engines

Weight: 15,400 kg

Maximum Load Which Allows Leaving Ground: 2,065 kg

Maximum Speed: 365 km/h

Armor: Titanium alloy, titan carboid (TIC)

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USS Discovery

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Appearances: Metal Gear Solid  
Information:

This is the name of the Ohio Class submarine that Colonel Campbell as well as most of Snake's support is stationed on during the Shadow Moses takeover.

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USS Discovery

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Appearances: Metal Gear Solid 2: Sons of Liberty  
Information:

This is the name of the Tanker the Metal Gear Ray prototype was housed on. It was sunk by Revolver Ocelot.

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-----XII. Other-----

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If it doesn't fit anywhere else, it will here. This is pretty much a hodge-podge of information.

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Arnold

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Appearances: Metal Gear  
Information:

Twin highly advanced cyborgs developed by Dr. Pettrovich Madnar under the orders of Big Boss while he was imprisoned in Outer Heaven. They are both destroyed by Solid Snake.

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Bush Warbler Floor

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Appearances: Metal Gear 2: Solid Snake  
Information:

A floor inspired by ancient Japanese architectures. If one walks over them, they produce "bird cries" like sounds. Used in Zanzibar Land as a method of security.

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Codename: Fox

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Appearances: Metal Gear 2: Solid Snake, Metal Gear Solid  
Information:

The highest possible rank one can receive in FOX-HOUND. Only Frank Yeager has

ever held this title, although he "gave" it to Snake before he died in Metal Gear 2: Solid Snake.

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Codename: Snake

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Appearances: Metal Gear 2: Solid Snake, Metal Gear Solid, and Metal Gear Solid 2: Sons of Liberty  
Information:

The second highest rank one can receive in FOX-HOUND. The only known "Snakes" are Solid Snake, Liquid Snake, Solidus Snake, and Raiden.

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David

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Appearances: Metal Gear Solid  
Information:

Solid Snake's real name is David. Hal and Dave, nice joke...

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Deep Throat

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Appearances: Metal Gear Solid, Metal Gear Solid 2: Sons of Liberty  
Information:

The informant in the Watergate scandal, Gray Fox took up this name when he helped Snake via Codec. Olga Gurlukovitch while disguised as the Ninja also used this name for a moment, but Raiden recognized it as the same name used in Shadow Moses.

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Eve Project, The

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Appearances: None  
Information:

Another name for the Les Enfants Terribles project. It is only used in an official bio of Big Boss.

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Footstep Reverberating Material

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Appearances: Metal Gear 2: Solid Snake, Metal Gear Solid  
Information:

A double-structure plate which enhance footstep noises. Embedded in decks and various vital parts of the bases to announce the presense of an intruder.

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FoxDie

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Appearances: Metal Gear Solid, Metal Gear Solid 2: Sons of Liberty

Information:

A DIA developed assassination weapon. It is a virus that only attack specifically programmed DNA patterns. When it strikes, it simulates a heart attack, making it undetectable by anyone without knowledge of it. It would just look like a normal heart attack.

FoxDie is a type of retrovirus that targets and kills only specific people. First, it infects the macrophages in the victim's body. FoxDie contains smart enzymes, created through protein engineering. They're programmed to respond to specific genetic patterns in the cells. The enzymes respond by becoming active, and using the macrophages, they begin creating TNF epsilon. A type of cytokine, a peptide which causes cells to die. The TNF epsilon is carried along the bloodstream to the heart, where they attach to the TNF receptors in the heart cells. The heart cells then suffer a shock and undergo an extreme apoptosis. The victim then dies.

FoxDie was injected into Solid Snake along with the nanomachines during his briefing in the Discovery. He then served as a carrier and infected the FOX-HOUND members present. Decoy Octopus, Kenneth Baker, and Liquid Snake all die from the FoxDie virus. Sniper Wolf manages to survive do to the pills she constantly takes and Psycho Mantis survived most likely due to his gas mask. Revolver Ocelot was not infected due to the fact he was working against FOX-HOUND the whole time. Solid Snake himself is still infected with the FoxDie virus, but Naomi programmed it so it would strike at a random time, leaving Snake to fear a sudden death at any time.

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Frank Hunter  
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Appearances: Metal Gear 2: Solid Snake  
Information:

This is the name Gray Fox went by ten years prior to Zanzibar Land (the late 80s or so). Natasha Markova knew him by this name. yeager translates to Hunter in English. Gray Fox's adopted sister, Naomi, goes by the last name of Hunter as well.

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Frank Yeager  
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Appearances: Metal Gear 2: Solid Snake, Metal Gear Solid  
Information:

This is Gray Fox's real name. George Kessler informs Snake of Fox's real name while he battles him in the middle of a mine field. He is also called Frankie for short by Naomi.

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General Ivan  
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Appearances: Metal Gear Solid  
Information:

This is what Vulcan Raven calls Revolver Ocelot after their battle in the Snow Field. It is a derogative term for Russians (Crazy Ivan) NOT, I repeat, NOT Ocelot's real name. Vulcan Raven seems to be a big bald racist, since he calls

Solid Snake an apparent derogative term as well. General Ivan refers to Ivan the Terrible, a Russian historical figure who was known as a ruthless and oppressive ruler.

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GW  
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Appearances: Metal Gear Solid 2: Sons of Liberty  
Information:

The "core" of Arsenal Gear. Created by Emma Emmerich, GW is "an optic neural AI that has a parallel processing capacity of 980 trillion hamlets" (whatever the hell that means 0\_o) In other words, GW is the Artificial Intelligence system that decides what information on the Internet will be stored and what will be deleted, in the best interests of the Patriots. GW is the Patriot's key to keeping control of everything in the fast paced information age. Arsenal Gear is a fortress used to protect the GW system. Arsenal Gear protects GW similar to the antibiotic function of a living creature's immune system. Surveillance of the inner system is handled by periodic scans using a number of agents with the capacity for detecting data that doesn't belong in the system. Once the agents detect any invading data, the information is passed on to an antibody production system. From there, a program referred to as an antibody agent is autonomously produced to neutralize or eliminate the invading data. Added to that, there's a solid barrier existing between GW's optic neural net -- its physical and logical base -- and the other general nets. Referred to as the Bit Brain Barrier, this wall is a filtering system for preventing the infiltration of foreign data. This security system makes it very difficult to attack the system from the outside.

The actual subsystem that allows GW's censorship to be effective is implemented in within our social structure. It is within the Y2K countermeasure program -- (in this timeline Y2K would have caused major !@#)\$) using the Internet at full capacity. The program was distributed to every governmental organization and every key facility throughout the world. In addition, the same program was included in an OS application for distribution among the public.

Though highly advanced, GW was still lacking the necessary factors for judging situations in which to carry out its functions. Raiden's entire operation was a simulation base for giving GW the necessary judgment abilities it needed.

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Hell Master  
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Appearances: Metal Gear 2: Solid Snake  
Information:

A nickname of McDonnell Miller. Draftees call him this because of how strict he is as a coach in Merc School. The name "Master Miller" is said with the utmost respect.

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In the Darkness of Shadow Moses: The Unofficial Truth  
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Appearances: Metal Gear Solid 2: Sons of Liberty  
Information:

A best-selling book written by Natasha Romanenko after the Shadow Moses

takeover. The book revealed the conspiracy and cover-up of the covert operation in Shadow Moses Island. This book revealed much information that the Patriots did not want to make public. It also made Snake a bit of a hero as well. After it was written, Natasha disappeared, probably going into hiding.

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Intrude F014

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Appearances: Metal Gear 2: Solid Snake  
Information:

The official name of Snake's operation in Zanzibar Land. It was issued by Colonel Roy Campbell.

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Intrude N313

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Appearances: Metal Gear  
Information:

The official name of Snake and Fox's operation in Outer Heaven. It was issued by Big Boss.

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Kasack

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Appearances: Metal Gear Solid  
Information:

This is what Vulcan Raven calls Solid Snake when he confronts him in their second meeting. I've heard it's a derogative term for white people...but I'm not sure.

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La-li-lu-le-lo, The

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Appearances: Metal Gear Solid 2: Sons of Liberty  
Information:

Another term for the Patriots. Scott Dolph and Richard Ames both use this term. It is a theory that the "La-li-lu-le-lo" is actually the codenames for the Patriot's highest members. Another theory is that "la", "li", "lu", "le", and "lo" are actually deleted parts of the alphabet (remember what Emma said about that.) Well...as far as I know, it's just a codename for the Patriots.

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Les Enfant Terrible

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Appearances: Metal Gear Solid  
Information:

Les Enfant Terrible - The Terrible Children. This is the codename for the project to make clones of Big Boss that produced Solid, Liquid, and Solidus Snake. The project took place in the early to mid 70s after Big Boss was wounded in battle and unable to...function (ouch). The clones of Big Boss were



produced by using Analog Cloning techniques. Eight cloned children were inserted into a fertilized egg that was implanted in an unknown woman. After a while, five of the clones were aborted in order to assure the highest chance of survival for the other embryos. The Genome Soldiers are in a sense members of the project as well since they were given Big Boss's "soldier genes" in order to make them better soldiers. However, the Genome Soldiers are showing signs of symmetry and beginning to show mutations and die. As of now, only Solid Snake is the surviving member of the project.

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Master Miller  
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Appearances: Metal Gear 2: Solid Snake, Metal Gear Solid  
Information:

This is the name that McDonell Miller is called by trainees. It is uttered with the utmost respect.

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Mr. X  
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Appearances: Metal Gear Solid 2: Sons of Liberty  
Information:

This is the name that Olga Gurlukovitch calls herself while she is disguised as the Cyborg Ninja.

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Nariko Sand  
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Appearances: Metal Gear 2: Solid Snake  
Information:

A product imported from Okinawa, Japan. It was used as a security measure in Zanzibar Land. If you walk over them, they "squeak". Much of this sand was placed in a desert of Zanzibar, dubbed "Nariko Desert" because of it.

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Next-Generation Special Forces  
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Appearances: Metal Gear Solid  
Information:

This is the official name of the Genome Army, the army of genetically enhanced super-soldiers.

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OILIX  
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Appearances: Metal Gear 2: Solid Snake  
Information:

Scientific name, Botulliococcus Ozuma Brownie, commonly referred to OILIX for short. OILIX is the brainchild of Czech scientist, Dr. Kio Marv. He and the formula for it were taken by Zanzibar Land which lead to the Operation Intrude

F014.

#### Technical Information of OILIX:

\*By modifying gene of Botulliococcus Brownie the vegetable plankton, one of single-cell algae specimen, now it can produce large amount of liquid carbon hydrate of good quality, equivalent to raw mineral oil. Furthermore, by upgrading reproduction method, it can be produced in large scale under few cost. This is a bio-mass, which you can expect as alternative energy to oil to satisfying degree. You can extract 0.8 kg of raw oil out of 1 kg of this algae. From the raw oil you can get approximately 70% of gasoline and 25% of aviation fuel. This gasoline contains high-level 96 octane value

#### Reproduction:

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

Large-scale reproduction is possible.

#### Reproduction Conditions:

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

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

#### The Inventor, and Upgrader of Reproduction Technology:

KIO MARV of Czechoslovakia (Czech Republic today...I think)

OILIX was represented in Praha World Energy Conference of 1999, and it was meant to receive interest from not only advanced but also developing countries as one of remedies for energy matters. In developing countries in Africa or else, energy shortening is getting more serious than food problems. This happened because wood cutting was regulated to protect ozone layer. After its appearance into public, large oil companies from every nations were expected to show up for contracting rectifying process, and a subtle ray of hope might have shone onto energy crisis.

#### Origin of the Term:

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

#### Energy Crisis of the end of the 20th Century:

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

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

From the "Third Oil Shock" caused by oil scarcity of 1998, price of raw oil was raised largely, world economy went into dismay from much confusion, financial lowness and inflation. Among such situation, the nominees as alternative fuel to mineral oil were "automobile methanol", "sand oil", "shale oil" and "rectification by bio-mass". Most of all, the man-made oil production which do not rely on seismic energies - "Raw oil rectification using micro

organisms" was seen as more optimistic method than others were. Issues of scientists are rectification ratio and amount, and cost that much them. "OILIX" can be said as a practical alternative energy which satisfy all those standards.

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One-Eyed Uncle

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Appearances: Metal Gear 2: Solid Snake  
Information:

This is what the war orphans in Zanzibar Land refer to Big Boss as.

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Otacon

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Appearances: Metal Gear Solid, Metal Gear Solid 2: Sons of Liberty  
Information:

This is the name Hal Emmerich prefers to be called, since he despises his given name. It stands for Otaku Convention. Otaku is a Japanese word meaning "house". It is also referred to people who spend a lot of time in their house (i.e. nerdy dudes like Otacon). As a bit of counter-culture, it is now referred to someone who is a fan of Japanese Anime (although...none to many refer to themselves as that...since it is kinda calling yourself a dork).

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Outer Heaven Crisis

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Appearances: Metal Gear  
Information:

The famous incident which took place in 1995. This was Snake's first operation of which Snake was assigned to. The following is an indepth summary of the Outer Heaven Crisis (aka Metal Gear).

Backstory:

The year is 1995, the world was split between East & West.

Outer Heaven, a military fortress nation located 200 km north of Galsburgh, South Africa. It was founded during the late 1980s by a mercenary that was heroic and insane at the same time. It is rumored that Outer Heaven is developing a top-secret weapon that could change warfare forever. To investigate this rumor, the Western nations called upon Top Secret Army Fox-Hound.

FOX-HOUND sends its best member, Gray Fox, to Outer Heaven. The name of this operation is Intrude N313. A few days later, communication with Gray Fox is lost. His last message was simply two muttered words: "Metal Gear..."

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

And so it begins...

Story:

As the mission begins our hero, Solid Snake, finds himself swimming through a river toward his destination. The fortress nation Outer Heaven. Snake stops in the waters in front of the base and gazes at it for a moment. Coming to his senses, the rookie swims to the shore and is contacted by his Commander-in-Chief: Big Boss. Big Boss tells Snake that his mission is to infiltrate the terrorist base, Outer Heaven. Big Boss tells him he has two mission objectives:

- 1.) Infiltrate Outer Heaven and locate the missing FOX-HOUND operative, Gray Fox.
- 2.) Locate the Ultimate Weapon, Metal Gear, and destroy it.

Big Boss then tells Snake that his frequency is 120.85 and to contact him if he needs any help. Before signing off, Big Boss tells Snake to take care not to be discovered. Snake makes his way into the fortress and searches for Gray Fox. Making his way past the guards in the area, Snake picks up a Lv.1 Keycard and a gun. He then goes to the elevator to the next floor of the compound. Snake sneaks around and locates a POW. After freeing him, the hostage tells Snake that another soldier infiltrated Outer Heaven a few days ago, but was captured. Maybe there is a chance that Gray Fox is still alive. Continuing on, Snake locates a Remote-Controlled Missile launcher. He uses it to destroy a control panel past an electrified floor. Continuing on, Snake locates another POW. This hostage informs Snake that a member of the Outer Heaven resistance can help Snake at frequency 120.33. Snake makes a note of that and proceeds with his mission. Along the way Snake makes his way past several traps and rescues POWs along the way. One of the hostages tells Snake that Gray Fox is imprisoned in a secret cell. Continuing on, Snake rescues another hostage. This one tells Snake that the only way he'll be able to get to the missing FOX-HOUNDER is to be captured himself. This upsets Snake a bit, but if it's the only way... Snake proceeds on to the next room. When he enters he hears "Don't move!" from behind, followed by a sharp pain in the back of his head. Everything fades to black as the enemy captures Snake...

When Snake comes to, he finds himself alone in a cellblock. He then gets a call from Big Boss. He informs Snake that the walls in the cell are weak and he should be able to punch them down. Snake ends the transmission wondering how Big Boss knew that. He shrugs and takes his commander's advice. Punching his way through the wall, Snake finds himself in the cell with the missing FOX-HOUND operative, Gray Fox. After releasing Fox, the fellow FOX-HOUNDER tells Snake that Metal Gear is equipped with a nuclear missile! It must be destroyed before it is complete, or Outer Heaven will be unstoppable. Snake asks how Metal Gear can be stopped. Fox suggests that he get in touch with Metal Gear's designer, Dr. Pettrovich Mandar. Snake says he'll find him and leaves the cell by punching through another wall. Snake finds himself in a sewer looking location, the Basement of Outer Heaven Building 1. Having no equipment or weapons, Snake carefully makes his way past the sentries. In the next room, Snake finds himself face to face with the head guard of Outer Heaven's prison, Shoot Gunner! The soldier opens fire on Snake, who takes cover behind a stack of crates. Big Boss calls Snake and tells him that his equipment must be in one of the rooms nearby, and that he should punch through to get to them. Snake does so and finds his items. After re-equipping, Snake runs across the room dodging the riot gun master's gunfire. After Snake gets to a good position, the rookie has a brief fire fight with the soldier and quickly disposes of him. Snake has his first kill against a high level member of Outer Heaven's army.

Snake carries on, but as he proceeds he notices a beeping sound coming from his equipment. Upon inspection, Snake locates a Transmitter that was giving away his location. He quickly disposes of it and continues on. In the next

area, Snake avoids several guard dogs and traps. Along the way he picks up a Bomb Blast Suit and an Enemy Uniform. They might be useful later, Snake thinks to himself. After a bit, Snake rescues another imprisoned hostage. This one tells Snake that the only way to the courtyard is to use a parachute. A while later, Snake finds yet another POW. This one informs Snake that Dr. Pettrovich Mandar is located in the solitary cell in the courtyard area. Snake thanks him for the info and continues on. In a nearby room, Snake finds himself up against the Machine Gun Kid. A brief firefight ensues, with Snake coming on top against the child. After the fight, Snake locates a parachute in the room. Just what I need, Snake thinks to himself.

Having the parachute, Snake proceeds to the roof of Building 1 so he can reach the courtyard. When Snake steps out onto the roof, he is slammed back into a wall by a powerful gust of wind. Big Boss then calls up and tells Snake that the Wind Barrier is up and that he'll need a Bomb Blast Suit to get past. Luckily, I have one, Snake thinks as he equips the suit. Snake makes his way through the roof and past several guards and deadly traps. Eventually, Snake makes his way to a heliport. On the heliport, a Hind D sits with a guard sitting idle in the cockpit. As Snake walks by, the guard notices him and activates the Russian gunship and starts firing at Snake. Snake equips his Grenade Launcher that he picked up earlier and fires several shots at the grounded chopper. Despite it's thick armoring, Snake's onslaught is too much for the Hind and it explodes taking the pilot with it. Relieved to have destroyed the powerful chopper, Snake locates a balcony overlooking the courtyard. Taking a leap of faith, opening the parachute as he does, Snake finds himself in the courtyard...

Snake slowly drifts to the courtyard. When he lands, he finds himself in between three guard dogs! Talk about bad luck, thinks Snake as he disposes of the vicious dogs of war. Continuing on, Solid Snake looks around for the doctor, but instead finds another POW. The hostage tells Snake the doctor has been moved to Outer Heaven Building 2, approximately 10 kilometers north of here across a mine covered desert. Snake thanks him for the tip and proceeds north to the desert. Making his way through the shifting sands, keeping a careful eye on the mine detector while doing so, Snake eventually finds himself confronted by a Tank. Using the mines that he picked up while crossing the small desert, Snake uses them against the fearsome vehicle and destroys it unscathed.

Snake proceeds north. A little ways later he sneaks up on three guards talking. A higher ranking soldier tells the other two that a FOX-HOUND member (Snake) has infiltrated Outer Heaven and must be stopped at all costs. He tells them that no one except for soldiers are allowed in from now on. Big Boss then calls up Snake. He tells Snake that he has reached the checkpoint. Snake will need a uniform to trick the guard to let you inside, Big Boss tells him. He also informs Snake that his new frequency is 120.13 before signing off. Snake makes a note of it and takes his commander's advice by equipping the uniform he located in Building 1. Using his disguise, the guard opens the door to Building 2 for Snake. Snake makes his way around Building 2 and eventually finds himself in a drainage system. While proceeding through the drainage area, he finds himself in a small room with Bulldozer waiting for him. Snake arms his grenade launcher and fires and destroys it before it can make Snake into roadkill.

Snake carries on and makes his way to the roof. As soon as he enters the area the alarm sounds and Snake is ambushed by three guards. Snake rushes to safety in a nearby room, which happens to have a hostage in it. Snake releases the captive man who in turn tells him that Pettrovich is located in the Building 2 basement. Solid Snake thanks him and exits the room. Rushing past several sentries, Snake locates an elevator and takes it to the first floor basement

where the doctor is located. In the basement, Snake sneaks past several guards and through gas filled hallways. He also rescues a POW along the way. Finally, Snake enters a room and finds Pettrovich Mandar in it. As he walks forward, he senses something is wrong. The doctor then starts laughing and tells Snake that he has fallen into a trap! The real Pettrovich is on the second floor. Suddenly, the floor begins to collapse into an abyss. Snake quickly runs before he is swallowed up into the hole. Snake searches to find an elevator to the second floor. When he does locate on he is stopped by Fire Trooper. Though the trooper was skilled with the flamethrower, using it like a rifle, he was still no match for the skill of a FOX-HOUND member. Snake fires several shots and ends the life of the Fire Trooper.

Snake continues on and eventually gets a call from Big Boss. He tells Snake that the transceiver was jammed, but is functioning now. Farther on, Snake rescues yet another POW. This one tells Snake that the drainage system also leads to Building 3. Snake uses the advice and reaches Building 3. Snake uses a nearby elevator and goes to floor 2 of the building and continues on. In one room Snake spots a pair of cyborgs, but chooses not to bother them just yet. He has to focus on finding the doctor. A little ways after that, Snake finds another POW. This one tells Snake that a local resistance member, Jennifer, can be reached at frequency 120.48, but she is very proud and might not answer if Snake hasn't helped the resistance by saving hostages. Snake says it shouldn't be a problem then, since he has saved as many as he could. Snake exits the room and contacts Jennifer. She tells Snake that she can arrange a Rocket Launcher for him for his help. Nearby Snake finds the Rocket Launcher she was talking about. He thanks her and continues on. After a bit of traveling, Snake finds the REAL Pettrovich Mandar. He introduces himself to be Dr. Pettrovich Mandar. He then tells Snake that his daughter, Ellen Pettrovich, has been taken hostage as well and he won't discuss Metal Gear until she is safe. Having covered most of the area, Snake remembers the two cyborgs and backtracks to the room they were standing guard in. Snake enters the room and does battle with the twin cyborgs, called "Arnolds". Using his newly acquired Rocket Launcher, Snake fires off several shots and makes quick work of the two.

Continuing with his mission, Snake finds a locked door he can't get past with a keycard. He calls up Jennifer and asks her to help. She tells him to wait a moment and she will unlock the door. She does so and Snake continues. A few rooms later, Snake locates yet another captive man. This POW tells Snake that he will need a Compass to pass by the "Scorpion Desert". Snake continues on with his mission and gets several calls from resistance members Diane and Schneider to avoid the abundance of traps in the area. Snake carefully makes his way past the traps and eventually finds himself back in Building 1's basement. As Snake walks down the corridors he hears someone yelling for help. He follows the sound of the voice and eventually finds a dead end. He taps the wall and hears the same sound of all the other weak walls in the compound. He tells the person on the other side to stay back and Snake blows a hole in the wall with some Plastic Explosives. On the other side of the wall, Snake will find a young girl. She introduces herself as Ellen Pettrovich, and thanks him for rescuing her. She says her father was forced to construct Metal Gear or else she would be killed. Snake gets her to safety (err...maybe not, but she does get to safety) and makes his way back to Dr. Pettrovich. Snake returns and tells the doctor that his daughter is safe. He is relieved to hear that and asks him what he wants to know about Metal Gear. Snake asks Pettrovich where Metal Gear is and how to destroy it. Dr. Pettrovich tells Snake that Metal Gear is located in the 100th floor basement of Outer Heaven Building 3. He then informs Snake that the only way to destroy Metal Gear is to use Plastic Explosives on it's in a specific order:

Right, Right, Left, Right, Left, Left, Right, Left, Left, Right, Right, Left,

Right, Left, Right, and...

Petrovich forgets the final one, much to Snake's dismay. The doctor then tells Snake a little bit about the robots he fought, the TX-11 Arnolds. After a short conversation, Petrovich tells the rookie, that it is up to him to stop Metal Gear. Solid Snake then exits the room. Eventually, Snake will reach the Scorpion Desert. True to name, the desert is filled with poisonous scorpions. Our hero quickly makes it past the desert and to the area near the Building 3. There, he gets a call from Big Boss telling him to enter the truck on the far right. When he does, four guards ambush Snake! Something seems to be up with Snake's commander, having such bad instincts is not like him. After dispatching them, Snake continues to Building 3. He is ambushed yet again by guards. Could it be that someone is leaking mission information to the enemy? Or maybe security has just gotten a lot tighter. Either way, something is abound, Snake thinks to himself. Snake now proceeds through booby trap ridden corridors toward the elevator leading to Metal Gear. When he finally reaches the elevator, Solid Snake rides it down far into the abyss...

When Snake reaches the bottom he presses forward and eventually gets a call from Jennifer. She tells him that there is an Oxygen-Tank on the other side of the nearby wall. He can use it to swim through the flooded areas of Building 2. Snake retrieves it and rides back to the surface. It seems it is not time to face Metal Gear just yet. Snake presses on to Building 2 and swims through the flooded areas of the basement. Snake makes his way past an electric floor trap and into a room. In this room he gets a call from a Schneider. He tells Snake:

"The leader of Outer Heaven is..."

Suddenly, there is a crash and the radio goes dead. It seems the Schneider has fallen into the enemy's hands. Snake mourns the lose of his comrade and continues on with his mission. In the next room, Snake finds another Outer Heaven soldier, Coward Duck. Coward Duck gets his name from using hostages as human shields against enemies. True enough, there are several hostages in front of the pathetic soldier. Jennifer calls up and says that Coward Duck holds Card lv.8. She also says her brother is one of those hostages, so Snake must make sure not to kill any of them for fear of her brother's safety. Snake uses his expert marksmanship to put an end to the cowardly soldier's life. He then rescues the three POWs. One of them tells Snake that he is Jennifer's brother. Before Snake goes, he tells the FOX-HOUNDER that if he needs to escape from Outer Heaven, he should use the ladder on the left. Snake thanks him and continues. Snake now has all of the Outer Heaven security cards. Snake stocks up on supplies in the area and proceeds to Building 3's elevator. The FOX-HOUND rookie stands in front of the elevator to Metal Gear's floor for a moment and then proceeds inside and rides it into the depths of Outer Heaven...

There are no guards on the 100th Floor Basement, but Snake still must avoid the laser equipped cameras. Eventually Snake finds a solitary POW on the floor. The POW has most startling news. He tells Snake that the leader of Outer Heaven is...

FOX-HOUND Leader and your Commander-in-Chief: BIG BOSS!!!

This new shocks Snake. Snake had been talking to the leader of the enemy all along. It all made sense to Snake now. Why would they send a green, new recruit on such an important operation unless he wasn't supposed to return alive. Snake leaves the room and continues on to stop Metal Gear. Big Boss then calls and tells Snake that this operation has ended and Snake must stop at once. He screams at Snake to end the mission and turn off the MSX ("Err...

how do I turn off the MSX?", thinks Snake =) Snake ignores the traitor and proceeds to the final fight. Eventually, Snake finds himself in the last hallway before Metal Gear's chamber. The floor here is electrified, but there doesn't seem to be a switch. Jennifer calls up and tells Snake that he'll need to run through it. Snake readies himself and runs as fast as he can across the electrified floor, enduring the brutal pain. Solid Snake makes it to the other side and stands in front of the last door. He enters...

When Snake enters the door, he finds himself in front of the nuclear equipped walking battle tank: METAL GEAR!!! Metal Gear is not yet active but its security system surrounding it is and begins firing lasers at Snake. Snake remembers Dr. Pettrovich's words. He breaks out his Plastic Explosives and places them on Metal Gear. R, R, L, R, Right, Right, Left, Right, Left, Left, Right, Left, Left, Right, Right, Left, Right, Left, Right, and... Snake chooses right for the last explosive... and it proves to be right. Metal Gear explodes in a brilliant explosion. The explosion triggers Outer Heaven's self destruction system. A timer begins to count down as a door lock is released to the left of Snake. Snake rushed to escape, however in the next room he was confronted by the man responsible for all this: Big Boss.

Big Boss laughed at the astounded Snake and told him the truth behind his mission. While serving as commander-in-chief of FOX-HOUND Big Boss also ran a mercenary dispatch company utilizing his connections and capitals from his own years as a merc. He was planning on to build this company a larger military establishment, and he built Outer Heaven as its base. His purpose for sending the rookie Snake was to cause information confusion amongst the west. However, Big Boss miscalculated. He never thought Solid Snake would make it this far. Snake had destroyed his dream and stopped his ambitions. But Big Boss would not go down along, Snake would die with him. His screamed echoed in the emptiness:

"YOU HAVE GONE TO FAR. TOO FAR!!!"

Diane called up and told Snake that she didn't know how to beat Big Boss and that she lo... Snake asked what was wrong, but she said it was nothing. On the 100th floor basement, the battle between the 2 men commenced- free of ideology, dogmas, and politics. Despite being the best soldier to ever live, the "Legendary Mercenary" was defeated by a mere rookie. Perhaps age had caught up with the traitorous Big Boss. In any case, Snake left the traitor to die down there. Snake rushed to the exit of Outer Heaven, remembering Jennifer's brother's words of advice to take the ladder to the left. Before he does, Snake lights up one of his favorite cigarettes he took along for this mission...

The armed fortress nation Outer Heaven collapsed. The impenetrable fortress made from the best military technology and occupied by the toughest mercenaries burned in flames. Behind him, the flames reached skyward, as Outer Heaven fell leaving Solid Snake all alone...

Solid Snake then makes a call to Big Boss's frequency and says that Metal Gear had been destroyed and Operation Intrude N313 was a complete success. He then tunes into a radio station that reports that a huge explosion was seen over Outer Heaven at midnight.

It seems Big Boss had met his fate at the hands of Snake, however after the credits rolled, there is a final message... Big Boss, is still alive! He says it's not over yet and that he and Snake will meet again some day...

And on that ominous note, so ends the Outer Heaven Crisis...



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Parasite, The

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Appearances: None

Information:

This is what Psycho Mantis calls the single celled mental parasite within him. It is his second, more psychotic, personality, which he gained after diving too deep into a killer's mind.

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S3

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Appearances: Metal Gear Solid 2: Sons of Liberty

Information:

The codename which stands for either "Solid Snake Simulation" according to Revolver Ocelot, or "Selection for Social Sanity", according to the AI Colonel and Rose. You decide who is telling the truth, I really don't fully believe either party, but the second option is a lot more spacey then the first o\_0

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Shalashaska

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Appearances: Metal Gear Solid, Metal Gear Solid 2: Sons of Liberty

Information:

This is a nickname Revolver Ocelot gained among the Mujahaddin guerrillas, due to his sadistic and brutal ways. Shalashaska means "prison" or so I'm told.

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Shocking Conspiracy Behind Shadow Moses, The

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Appearances: Metal Gear Solid 2: Sons of Liberty

Information:

This is the best selling book written by Nastasha Romanenko. It uncovers the truth of Snake's operation on Shadow Moses Island, as well as the what really happened there. This book was a serious problem for the Patriots.

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Skull Suit

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Appearances: Metal Gear Solid

Information:

A new model of Sneaking Suit used by Raiden during the Big Shell incident. It utilizes electro fiber technology, a by-product of fiber-optics research. It is made by a material similar to rubber, but protects against a wide range of toxic substances. The suit itself has a wide array of built-in sensors. It is referred to as "Smart Skin" in military R&D. Data about damage to different regions of the body, including blood loss, is exchanged between the suit and the intravenous nanomachines to create a bio-feedback system. The suit also applies varying pressure to major internal organs to maximize performance and safeguard their functions. All in all, it looks quite similar to Psycho

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Sneaking Suit

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Appearances: Metal Gear Solid, Metal Gear Solid 2: Sons of Liberty  
Information:

A special operative suit which utilizes the latest in poly-thermal technology. The suit protects the user from extreme hot or cold temperatures as well as a slight protection against chemical agents such as nerve gas. The suit also is non reflective, so it is harder for a device such as a security camera to detect the user. Snake uses this suit during Shadow Moses as well as in the Tanker and Big Shell.

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Solid Snake Simulation

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Appearances: Metal Gear Solid 2: Sons of Liberty  
Information:

This is what the S3 Plan is according to Revolver Ocelot. According to him, S3 stands for "Solid Snake Simulation", a plan to create a soldier with the skill of Solid Snake by putting them in the right conditions. Raiden's entire operation was a recreation of the Shadow Moses incident, in order to simulate the conditions Snake endured and be used as a final training cornel for the project. It is unknown whether this, or A.I. Colonel and Rose's meaning for S3 is true.

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START3 Accord

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Appearances: Metal Gear Solid  
Information:

The follow-up treaty to the START 2 accord. The negotiations began in the late 1990s. According to the terms of START 3, both Russia and the U.S. were to reduce the number of their nuclear warheads in deployment to between 2,000 and 2,500 missiles. The START 3 was scheduled to be signed the day following the Shadow Moses takeover. It is never mentioned if the treaty was signed following the incident.

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TX-11 -Arnold-

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Appearances: Metal Gear  
Information:

The technical term for the Arnold units developed by Dr. Pettrovich Madnar.

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TX-55 -Metal Gear-

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Appearances: Metal Gear  
Information:

The technical term for the Metal Gear unit developed by Dr. Pettrovich Madnar.

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## Uprising of Zanzibar

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Appearances: Metal Gear Solid

Information:

This is the term often used to call the Zanzibar Land incident. The Uprising of Zanzibar took place in 1999 and was the second major operation of which Solid Snake single-handedly kept the situation under control. The following is an indepth summary of the Uprising of Zanzibar (aka Metal Gear 2: Solid Snake)

Backstory:

### AGE OF STABLENESS

With the frigid relationships between large nations like USA-RUSSIA and CHINA-RUSSIA thawing, they lead to the settling down of local conflicts, and the world is finally beginning to neutralize. It is 1999, the nuclear threat of this century is leaving us, and we are ready to welcome the new stable 21st century.

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

In the Middle East, a breeze of unstableness is blowing. Zanzibar Land - a small republic just next to Russia, China and the Arab nations - founds a military government. It raids "Nuclear Arms for Disposal Storage" sites around the world and robs weapons still not disposed of, making it the sole nuclear-armed nation in the world, and begins non-discriminate invasions of nearby countries. In a world which disposes of nuclear employment, Zanzibar Land's nuclear power is becoming a real emergency. A nuclear threat is budding once again.

### ENERGY CRISIS

At the same time, oil resources are quickly growing scarce. Despite the foretelling that they would last more than 30 years, the world is facing a serious energy source crisis with no alternative supply to oil. Then, a Czech biologist named Kio Marv invents a micro specimen - "OILIX", which rectifies high-quality oil. The world is once again in a tension regarding "OILIX". Dr. Marv is kidnapped by Zanzibarian radicals on his trip from Czechoslovakia to America. Zanzibar Land is trying to gain its military superiority through nuclear arms and "OILIX" ...A micro-organism the size of a few micrometers is going to decide the fate of the world.

A top-secret order goes down to SOLID SNAKE, former FOX-HOUNDER. Single-handedly sneak into Zanzibar Land, and rescue Dr. Kio Marv! Save the world from nuclear threat!!

Story:

Zanzibar Land. Solid Snake begins his mission on a wind swept cliffside. He climbs to the top of the ridge to the "Sneak Point". And so it begins...

Solid Snake reaches the summit of the cliff and rests for a moment. As he slowly stands to his feet, he gets a call over his transceiver. It is Colonel Roy Campbell, the new Commander-in-Chief of FOX-HOUND. Replacing the former

leader and traitor of FOX-HOUND, Big Boss. Campbell briefs Snake on the current mission. The Colonel tells Snake that Dr. Kio Marv is being held somewhere on the facility. He has an emitter on his tooth, so he will show up as a red dot on Snake's radar. Campbell wishes Snake good luck and the mission begins. Snake makes his way through a maze of fences toward the main building of the area. Avoiding guards along the way and picking up a pistol from a supply truck, Snake eventually makes his way to the Zanzibar Building, however the entrance is under an extreme level of security. Campbell contacts Snake and tells him it's impossible to get in through the front. Snake will have to find another way into the facility. Looking around a bit, Snake notices an open air vent into the building. When the guards are not looking, Snake quickly dashes into the opening and crawls into the innards of the building.

Making his way through a short series of vents, Snake eventually finds an opening to a walkway overlooking a couple of tanks. Snake carefully makes his way down the walkway when he suddenly gets a call on his transceiver. It is a young woman with blond hair. The woman introduces herself as Holly White, a journalist who has been in Zanzibar Land for the past month. She says she'll help Snake on his mission, and that her frequency is 140.15. Snake makes a note of it and carries on. Making his way stealthily through the Zanzibar compound, Snake locates an elevator and rides it to the third floor. When he exits the elevator and looks at his radar. He notices a red blip on the radar. It must be Dr. Marv! Snake makes his way past the guards in the area and several other traps. When he finally reaches the room with the red blip on radar, Snake finds a man wearing a scientist lab coat. Snake senses something to not quite be right. Is this really Dr. Kio Marv? Snake wonders. Suddenly, the man says he has fooled Snake and that he is really the Zanzibar Soldier: Black Color. Black Color reveals that he is, in fact, Kyle Schneider, the Kyle Schneider, the member of the Outer Heaven Resistance group who was apparently killed during the incident. He explains that the US government took him after the battle and used him in their experimental projects, along with many other survivors. Black Color then attacks Snake using deadly ninja skills he learned while in the Out-of-Earth Environment Special Forces unit of NASA, against Snake, but he is no match for the skill of a FOX-HOUND operative. Snake makes quick work of the soldier and locates ID card 2 on Black Color's dead body. Solid Snake has his first confirmed kill of a high level Zanzibar Soldier, but more will surely be ahead.

Snake snakes his way around the Zanzibar Building using his newly acquired keycard. He eventually locates a guard that is entering the jungle area of Zanzibar Land. Snake quietly follows the soldier in hopes that he will lead Snake to something of interest. Eventually the guard leads Snake to a Confinement Cell. Inside the cell, Snake notices a white blip on his radar. He walks over to the wall and hears a strange tapping sound. Listening to it a couple of times, Snake notices it to be tap code. It is a transceiver frequency...140.82. Snake opens up his transceiver and calls the frequency. To his surprise, Snake will find it is Dr. Pettrovich Mandar, the creator of the original Metal Gear in Outer Heaven! Dr. Pettrovich explains that he was on the same plane as Dr. Marv when it was hijacked by the Zanzibarian terrorists. Snake asks Dr. Pettrovich if he knows where Dr. Marv is. Pettrovich tells him that the doctor was transferred to the Tower Building. The doctor then gives most startling news. A new Metal Gear is in development right here in Zanzibar Land. Snake concludes that Big Boss must be the leader of Zanzibar Land. The doctor then talks a bit about his daughter, Ellen Pettrovich, who Snake rescued in Outer Heaven. Before signing off, the doctor tells Snake the frequency of Yozef Norden, an animal expert that is stationed nearby.

Snake heads back into the jungle toward the Tower Building. As he travels through the jungle, Snake comes to a large open field. He then gets a call on his transceiver. An unknown person claiming to be "one of Snake's fans" tells

him that he is entering the Nariko Desert and that the place is mined. He then ends the transmission. Snake wonders who "one of his fans" is, but takes the man's advice. Snake crosses the desert and picks up some equipment in the area. He then returns to the Jungle and eventually makes his way to a swamp. When he enters the area, he finds a small child. The boy tells him that if he attempts to cross the swamp, he will drown. Snake ignores the odd boy and presses forward across the swamp. With a bit of difficulty, Snake eventually makes it across the deadly swamp to the Arsenal.

When Solid Snake enters the area, he is greeted by the Running Man, the "fastest mercenary in the world". The room suddenly fills with gas as the soldier takes off running. Although quite fast, Snake laid a trap of mines, which the Running Man was too quick to see. After disposing of the quick soldier, Snake collects ID card 3 off his corpse. Snake continues on in the Arsenal and finds two more children. A boy there tells Snake that there were several missiles here, but they were moved to the Zanzibar Building. Snake crosses the swamp and returns to the building to pick up the Stinger Missiles. A powerful weapon that could come in handy later. Snake returns to the part of the Nariko Desert that he skipped before. Here, he finds a helipad with a Hind D on it. As soon as Snake approaches the gunship, it lifts off and begins to attack Snake. Although a powerful helicopter, with Snake's newly acquired Stinger missile launcher, Snake turns the Russian gunship into a burning pile of twisted metal with ease; just as he did in Outer Heaven.

After the battle, Snake continues north and finally reaches the Tower Building. The Tower Building is a 30-story tall, heavily guarded building. There appears to be no way in without getting discovered by the enemy. The Colonel then contacts Snake. He suggests that Snake disguise himself as luggage to enter the facility. Maybe if Snake used a Cardboard Box, he could fool the guards. Campbell also informs Snake that his new frequency is 140.66. He then signs off. Snake searches a bit and locates a Cardboard box in a nearby truck. He leaps on a conveyor belt leading to the Tower Building and hides under the box. In a few moments, Snake successfully reaches the inners of the Tower Building. As he proceeds forward, Snake gets a call from Holly. She tells him that she tried to contact Dr. Marv, but was caught and thrown in jail. She is also in the Tower Building, but is not sure of exactly where she is. She says there is "an elevator to the right, pumping noises to the left, and from front and behind it sounds like water streaming." Snake says he'll save her and signs off.

Continuing through the Tower Building, Snake finds several more children. One asks Snake if he is a friend with a "blond haired girl". Another child tells Snake that "My one-eyed uncle" said to tell a "man wearing green" that the "girl" is not here. Could this "one-eyed uncle" be Big Boss, as Snake suspects. In any case, Holly isn't here. Snake continues on and eventually finds an area with the sound of pumping noises and running water. It sounds like the area Holly described. Snake taps on the wall and it makes a strange noise. He then takes out his Plastic Explosive and uses it on the strange sounding wall. On the other side of the wall Snake finds Holly safe and sound. The reporter thanks Snake for rescuing her. She then tells Snake that Dr. Marv is safe. She also mentions that the doctor released a Carrier Pigeon that has some kind of clue on it. She said she caught it but it got away and now the guards are searching for it. It seems to have flown to the rooftop. Before she leaves, she tells Snake her new frequency is 140.76 and gives him an ID card 4.

Snake continues searching for the doctor. Along the way he finds several more children wandering the area. A few mention how their "one-eyed uncle" is a good father, others mention "green pineapples". Snake searches for these "pineapples" and discovers a cache of grenades. After liberating several of

the explosives, Snake continues to search the Tower. Soon later, Snake finds an elevator and rides it to the top, the 30th floor. When he exits the elevator he is greeted by another Zanzibarian soldier, the explosives expert: Red Blaster. Snake is suddenly surrounded by wires that hinder his movement. The maniacal Red Blaster lobs grenade after grenade at the handicapped Snake. However, Snake turns the tables and fights fire with fire. Using his own "green pineapples", Snake quickly blows away the enemy and continues his mission. The way is now clear and Snake enters the rooftop.

Solid Snake enters the rooftop of the Tower Building and looks about for the pigeon that Holly was talking about. He notices a bird flying around near the roof's edge. Snake sneaks up to the bird and tries to catch it, but the pigeon is too quick for him and flies to another part of the roof. Snake then decides to try contacting the animal expert, Yozef Norden, which Dr. Pettrovich gave Snake the frequency to. Snake dials up Yozef. The two chat a bit and Yozef tells Snake that pigeons like to eat meatballs, potatoes, and peas. Thinking for a second, Snake realizes that is the same contents of one of his rations. Snake takes out a B2 Ration from its pouch and places it on the ground and waits. After a few moments, the pigeon swoops down and starts eating the meal. Snake catches the pigeon as soon as it lands and examines it. There is a message attached to the bird's leg. Snake removes the message and releases the pigeon. The message reads:

"Help! WIS.OhIO Kio Marv..."

It is a fairly simple code. The scrambled words translate to: 140.51, the apparent frequency of Kio Marv. Snake calls up Dr. Marv and is surprised to find...the doctor can't speak a word of English. The doctor speaks in Slovak and Czech (or so I'm told). Frustrated, Snake contacts Dr. Pettrovich to see if he can help. Pettrovich says he doesn't know a word of either of the languages. However, the special forces escort that was on the plane with them, Natasha Markova, does know the languages. He says that she was captured along with the two doctors, but managed to subdue a guard and steal his uniform. Natasha might be near a woman's bathroom in the building he's in. Frustrated, Snake signs off and starts heading toward the Zanzibar Building.

Snake backtracks all the way back to the Zanzibar Building. There, using his new keycards, Snake searches the facility for Natasha. Sneaking past several traps and dozens of guards, Snake eventually sees a guard enter the woman's restroom. He rushes in and finds the woman he was looking for. The woman introduces herself as Natasha Markova. Snake follows suit. Snake notices something about Natasha and asks if he's seen her before. Natasha accuses Snake of hitting on her. Snake then remembers where he saw her, she won a gold medal at the last winter Olympic games. Snake tells Natasha that he needs help communicating with Dr. Marv. He hands Natasha the transceiver and she speaks with the doctor. After they are done talking, Natasha tells Snake that Dr. Marv is imprisoned in the Detention Center north of their location. Natasha says she knows the way and will show Snake. The two then head toward the detention center.

Natasha and Snake enter B3 of the Zanzibar Building and head through the sewers. Along the way, they come to the Confinement Cell where Dr. Pettrovich is located and Snake releases him from his cell. The doctor thanks Snake for rescuing him. Snake notices that Pettrovich has gotten thinner since they last met. Pettrovich says that he tried to escape the cell through the elevator, but it could only open from within. He then gives Snake a Lv. 5 ID Card. The trio continues through the sewers toward their destination. After a bit, Dr. Pettrovich says he is tired and needs to "do his natural desire" (use the bathroom...I hope...) The doctor then walks off to do so. Natasha comments that it is strange. Snake says the doctor is old, although he doesn't seem so.

Natasha says that it's not that, it is strange that a famous scientist, an Olympic gold medallist, and a FOX-HOUND special agent are all traveling in the sewers together. Snake writes it off as fate. Natasha then tells a bit about herself. She talks about her mother how her mother ran with her through the sewers of Poland to escape the Nazis during World War 2. She tells that her mother was so covered in mud from the sewers that one couldn't recognize her. Snake asks why she quit figure skating and joined the STB.

"The ice became cold", she replies. Natasha then asks Snake if he has a wife. Snake replies that he has no family. He then asks Natasha the same question. She says that she isn't seeing anyone right now. She does mention that she almost married once back when she was still a skater, a man named "Frank Hunter". But he went off to war years ago. She once thought about giving up skating to follow him. A while later Natasha and her family fell on hard times, and soon after that Natasha joined the STB. She says she has learned many things of the world since then. Snake asks what happened to Frank Hunter. Natasha says she never saw him again after he left. After that, the doctor returns from doing his business and the trio continue toward the detention center.

Solid Snake, Natasha, and Dr. Pettrovich continue toward the Detention Center. On their way there they come to an old bridge suspended across a deep valley. Natasha says they should go one at a time, since it might not support all of them. Dr. Pettrovich goes first, since he is old. Natasha then crosses the bridge halfway, before calling to Snake to come on. Snake starts to cross the bridge, when suddenly from out of nowhere a missile is fired at the bridge near Natasha. Snake and Natasha go flying into the air and land on the side of the valley where they started. Snake gets to his feet and rushes over to a badly wounded Natasha. He yells at her to hold on. Natasha says she has seen many deaths in her life, it is a pity that she will die just after meeting a nice guy. Snake tells her that she is going to be all right, and that he wants to see her skate again. Natasha thanks Snake and hands him an ID Card 6. She also hands Snake her brooch and tells him to use it well. With her last breath, Natasha mutters:

"...Frank..."

She then dies...

On the other side of the destroyed bridge, Dr. Pettrovich calls out to Snake. Snake looks up just as the doctor is taken away by soldiers. Suddenly, there is a loud rumble and Snake's old menace, Metal Gear, appears on the other side of the bridge. From over its speaker, a hauntingly familiar voice speaks. It is Gray Fox, the missing FOX-HOUND operative that Snake rescued during Outer Heaven! He is in control of Metal Gear. Fox says that he won't be letting Snake cross this bridge, and that Pettrovich is coming with him.

"Hey Snake, were good buddies. I can let you go. Just leave this country at once!", yells Snake's old war buddy. Snake screams, "Fox!! I'll never give up!" as Metal Gear leaves Snake behind.

Filled with rage over his friend's betrayal, Snake heads back toward the Zanzibar Building to find another way across the valley. He then gets a call from Holly. Holly tells Snake that there is a balcony overlooking the valley on the 20th floor of the Tower Building. There is a hang-glider in the Zanzibar Building that Snake can use can cross the valley. Snake backtracks to the Zanzibar Building once again and after some searching finds the hang-glider. He then heads to the Tower Building in order to cross the valley. Snake enters the facility and takes the elevator to the 20th floor. Halfway there, Snake gets a call on his transmitter. It is Gray Fox! Fox says he's

disappointed that Snake didn't listen to him before and their friendship ends here.

"This place will be your coffin", Fox slyly says. He then tells Snake that he sent a close-combat specialist hit-squad to finish Snake. Fox bids Snake a fond farewell and ends the transmission. As he does, Snake finds himself surrounded on all sides by the top notch hit-squad, Ultra Box. Snake is nearly killed in the dangerous close range encounter, but his expert skills put an end to the deadly Ultra Box. After the last one of the four man team is dead, Snake recovers an ID Card 7 from the dead body of one of the soldiers. Suddenly, the elevator freefalls down to the first floor.

Snake exits the broken elevator and starts climbing back toward the 20th floor. He avoids several deadly traps along the way and eventually makes it to the 20th floor of the building. When he enters the balcony, Snake gets a call over his transmitter. It is the mysterious man from before, still claiming to be "one of Snake's fans". The unknown informant tells Snake that he needs to use the hang-glider when the wind is blowing north. He then suggests that one of Snake's items might do the trick to find the wind direction. "Snake's fan" then ends transmission. Using one of his Gas Grenades that he recovered earlier, Snake successfully uses the hang-glider and crosses the valley. After he lands, Snake continues forward when he is suddenly attacked by yet another dangerous foe, the Predator. Predator is a master of ambush and stealth. He is able to hide himself so well in the nearby grass that he disappears from Snake's view and even radar. Though a master of stealth, Predator turns out to be a poor fighter and is eventually dispatched by Snake. After killing the stealthy soldier, Snake searches his corpse and discovers ID Card 8. Snake uses his new keycard to finally make his way to the Detention Center (although he does take a detour to the Zanzibar Biolabs first.)

Snake sneaks through the corridors. He eventually finds an elevator leading down to the B1 area of the building. While he rides the elevator, Snake gets yet another call from "one of his fans." Snake's "fan" asks him if he ever heard of a group called "The Whispers". Snake responds that he had heard of the disbanded guerilla group. The "fan" says that a survivor of the group, Night Sight, is in the room with him. Night Sight uses the latest in stealth technology, making him invisible to the eye as well as radar. Furthermore, his gun is also completely silent, making him a dangerous threat. The "fan" wishes Snake luck and signs off. Just as he does, Night Sight attacks from the shadows. Although the soldier was completely invisible, Snake was able to find where he was by seeing where his bullets came from when fired. After dispatching the guerilla, Snake continued with his mission.

Continuing on a bit, Snake finally comes to the room where Dr. Marv is being held. When the FOX-HOUNDER enters, he discovers Dr. Marv lying on a bed, dead. Dr. Pettrovich is standing next to him. Pettrovich explains that Snake is too late, the doctor's heart gave out on him. Snake walks to the late doctor's bed and looks at him. He notices an odd stain on the doctor's neck. Pettrovich then goes on to explain that Dr. Marv was a hardcore gamer. He concealed the formula for OILIX in a MSX cartridge made by a Japanese game company known as Konami (\*cough\*cheap plug time\*cough\*) "The legendary worldwide computer! I hear some freaks still use it today", exclaims Snake. Pettrovich says that the cartridge is in a locker in the room, but he couldn't find the key. Snake walks toward the locker when he gets a call. It's Holly, she says she has been digging up some information on Pettrovich. Apparently, after his rescue from Outer Heaven, the Western scientists (us evil Americans =) exclaimed that his theories were misguided and that he was a "Scholar of Madness". After that he became isolated from the rest of the world, and in time him and his theories were forgotten. Holly goes on to explain that Pettrovich received an invitation from a Zanzibar agent. Having connections with the scientific



community, he made a deal with Zanzibar land to illegally ship in all the latest technologies. Snake hypothesizes that he must have been involved with Dr. Kio Marv's kidnapping and is after the formula for OILIX to redeem his tarnished name. Snake ends the transmission.

Petrovich tells Snake that everything she said was true. After he returned to the United States he wanted to complete Metal Gear. "Your politicians weren't interested, but Zanzibar Land was", he explains. He then made a new and improved Metal Gear with Zanzibar's help. He continues, saying that he killed Kio Marv because he wouldn't give him the formula for OILIX. He then goes on to explain that he was the one that informed Gray Fox that they were crossing the bridge before. He did it when he went to perform his "natural desire". Petrovich then demands that Snake give him Natasha's brooch, as it is the key to the locker. When Snake does not comply, the mad doctor leaps onto Snake's back and starts attacking him. Snake tosses the doctor off his back and fires several rounds at him. The shots meet their target. Mandar Petrovich falls to the floor, apparently dead. Snake walks to the locker and tries to use the brooch, but it doesn't work. Maybe if Snake cools it down, it will work. Snake goes back outside and cools down the brooch. It works, and the brooch changes shape. Snake returns to the locker and uses it. The locker opens. Snake is surprised to find...nothing. However, upon farther inspection, Snake discovers a small hole in the wall willed with rats! Snake disposes of the vermin and reaches into the hole. Inside he finds an old MSX cartridge.

Snake shuts the locker door and starts to walk away. He hears a voice near him and is surprised to find that Petrovich is still alive.

"S-Snake...he will never let you go. He will use Metal Gear deliberately", the mortally wounded doctor gasps. Petrovich then murmurs, "...Ellen...". He then says there is a way to destroy it. "A way to destroy Metal Gear!?" Snake asks. Petrovich goes on to explain that he was torn between the East and Western world. He explains that his daughter, who stayed in the East, was different from him. Snake says that he understands and asks how can he destroy Metal Gear. The doctor says that Metal Gear's legs are very lightly armored and he should be able to destroy it with Grenades. "That is the only way to destroy it", he explains. Suddenly, the floor collapsing under Snake cuts their conversation short.

Snake climbs to his feet and finds himself in a dimly lit room. Suddenly, Gray Fox's voice is heard. He yells that there is no way to destroy the new Metal Gear. Snake demands to know where Fox is. Fox says that he'll see him soon enough. He then tells Snake to go through the door to his left. Then there is silence. Snake enters the door and finds himself face to face with the new nuclear-equipped walking battle tank... Metal Gear! Gray Fox sneered at his former comrade and Solid Snake looked with without hate at his foe. After a moment, the epic battle began. Snake followed Petrovich's advice and used the grenades whenever he could get the chance, but it was not easy. Gray Fox used Metal Gear's capabilities to the fullest, firing the machine's powerful Vulcan Cannon and deadly missile off at Snake with incredible ability. After a tough battle, Snake finally inflicts more damage than Metal Gear could sustain. Metal Gear is destroyed and the lights flash and go dead. After a moment, the lights go back on and Snake is engulfed in flames. Gray Fox, still alive, screams to Snake.

"I'll take the cartridge... Burn and Die!!"

Just then, Snake gets a call from Campbell (remember him?) who tells Snake to throw off all his equipment that's on fire. Snake throws away all his weapons and items. Unarmed, Snake pursues Gray Fox. When he enters the room Fox went into, he finds himself in a dark room face to face with his FOX-HOUND rival.

Snake asks what this is all about. Fox then challenges Snake to a fistfight.

"You mean a chicken fight", Snake mocks. "You were always my big rival in FOX-HOUND. I've always waited for the day I could settle up with you!", Fox responds. "Fox! I'll kick that twisted mind out of you!", Solid Snake yelled to him getting into a fighting stance. "Snake! Learn the value of the Fox title!", yelled Gray Fox who followed suit. Just then, Snake gets a call from another FOX-HOUND member. George Kessler, FOX-HOUND's strategist. Kessler tells Snake everything he's found in Gray Fox. Fox's real name is Frank Yeager, however ten years ago he was known as Frank Hunter (Yeager is Hunter in German.) Ten years ago he was involved with a woman living in the east. They fled to the United States to seek political asylum, but the US wouldn't grant them a green card. Snake asks what the woman's name was. Kessler tells Snake her name was Natasha Markova, a Czech figure skater gold medal winner. "Natasha!?", Snake exclaims. Kessler then tells Snake that if he beats Fox, he'll be the best mercenary in the world. He then ends transmission. And so the battle begins...

In the midst of a minefield, Snake and Fox fought without any weapons. A fist-to-fist duel involving no hatred or murderous intent. During that moment of purity the two were bound by forces transcending words and emotions. Landing a powerful punch that sent Gray Fox into a nearby mine, Solid Snake won the tough but pure battle against Gray Fox. Snake walks over to the dying Fox who speaks to him. "Snake... Perhaps its time to hand over the Fox title to you..." Snake asks why he did all of this. Fox explains that he is in an awkward position. Big Boss may have only been a supervisor to Snake, but he had saved Fox twice in the past. Fox explains, the first time was in Vietnam. During and after the Vietnam War, half-white were discriminated against and forced to grueling labor. Big Boss helped Fox out of that hell, like he has helped the children Snake has seen here. The second time was in Mozambique. Fox was being held and tortured as a Renamo Soldier. Snake yells, "You think you're paying back! By this..." Fox goes on, "No, I hate war. Just like the children here. But... I need war. We cannot live in normal societies. We are war men...we need battlefields. The boss provides us areas to fight. You cannot fool the fighting instinct inside you... I was born on a battlefield... And there I shall die... Making others fortunate...especially women...is not possible... Dying in action suits me." Fox also reveals that he was "Snake's fan", that he made all those calls helping Snake.

"You're not alone Frank. Natasha waits for you on the other side..."

"...Natasha... ..Thank you, Snake..."

Gray Fox then dies...

Sad at the loss of his only friend, Snake continues on into the next room. Waiting for him there is his old nemesis, Big Boss. Big Boss welcomes Snake to Zanzibar Land. Snake says he'll kill Big Boss to end the nightmares he's had for the past four years. Big Boss tells him that there is no way to get rid of the nightmares. Men like Snake and he live only for one thing, and that is war, he tells Snake. He tells Snake that he is providing just that. War... a means to live. He goes on, telling Snake of the children here. Rescued from wars in many different nations, being trained for soldiers for the next war. He says that conflicts will never end in this world, it is their goal, and also a way of living.

"Without war, you'd be out of your job. Is that what your saying!?", Snake sums it up. Snake says that he has only one battle. To defeat Big Boss and be freed from the nightmare.

"Whoever wins, out battle does not end. The loser is freed from the battlefield, the winner must remain there and the survivor must live his life as the warrior until he dies" Big Boss explains. "Let me free you from your agony", the arrogant Big Boss taunts. Snake says he will kill him. Big Boss laughs at him, a lowly, unarmed soldier against the greatest mercenary in the world?

"Even in a cornered situation, always imagine success. Those were your words", Snake tells him.

"Even I make mistakes... Snake!! This time once and for all... COME ON!!!"

Big Boss draws his weapon and fires at Snake. Cornered and extremely disadvantaged, Solid Snake takes cover from Big Boss' fire and thinks of a way to defeat his nemesis, to end the nightmare. Snake runs from room to room searching for a weapon to beat the pursuing Big Boss. In a pool of acidic water, Snake notices something gleaming and finds a Lighter. In another pool of water, Snake discovers a spray can. Just then, Snake gets a call from Master McDonnell Miller, a combat consultant for FOX-HOUND. Master tells Snake that he can use the lighter and the spray can together to make a flamethrower to use against Big Boss. Armed with his new weapon, Solid Snake heads out to face his ultimate enemy. Big Boss laughs at the seemingly unarmed soldier and goes in for the kill. When Big Boss rounds the corner, he is greeted by a stream of flames. Big Boss collapses to the ground, burning in agony.

"Snake...Not yet...Not yet...Snake...Sn..."

Snake leaves Big Boss to die in that room. Heading out into the next corridor, Snake hears someone yell "HALT!" from behind. Startled, Snake spins around and sees the soldier take his mask off to reveal...Holly. They talk a bit and Holly hands Snake a gun she nabbed off a guard. Holly asks how there going to get out of here. "Shall I call a limo?", Snake asks. Holly scolds him and says this is no time for jokes. Snake then takes out his transceiver and contacts Charlie, the pick-up zone helicopter pilot. Charlie says he'll be at the pick-up point right away. Snake asks Holly if she can run non-stop to the pick-up point. She says it'll be rough, but she can. Snake and Holly dash toward the pick-up point, with Snake taking out any guards along the way. When they reach their destination, Charlie still isn't there. Snake calls him up, but he says he's still 10k away. Suddenly, soldiers come from all directions and ambush the two. "Damn, out of ammo", Snake exclaims. It seems to be the end for the two, when suddenly a hail of bullets takes out the enemy soldiers. It was the chopper, just in time. Snake wonders if they'll make it home in time for Christmas (it's Christmas?) The chopper picks up the two and they fly off into the sunset...

After the credits, presumably back at base. Campbell asks if Snake will rejoin FOX-HOUND. Snake tells him that the nightmare is over. Campbell says that is too bad. Campbell then asks if the cartridge Snake got is truly the one from Dr. Marv. Holly suggests they open the cartridge. Snake says there is no need, they should just put it in a MSX and see. Campbell says he has one right here, "my good old MSX!" (guess he's one of those freaks that still use it =) They insert the cartridge and nothing seems to happen.

MSX

VRAM: 0IK bytes

Campbell says Snake is right. Holly doesn't see anything, but Snake tells her that his signature is right there. KIO MARV. Campbell exclaims that the world is saved thanks to this game. "He left us a game that saved us all, didn't he Snake?", Holly says to Snake, but the hero was nowhere to be seen. It seems

his place is no longer here. Snake goes off alone into the night...

And so ends Metal Gear 2: Solid Snake...

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-----XIII. Music-----

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This section contains a listing of all the music in the series. Sorry if it is a bit sparse at the moment. I'll make it better in another update

-----  
Metal Gear Solid OST  
-----

Metal Gear Solid Main Theme  
Introduction  
Discovery  
Cavern  
Intruder 1  
Encounter  
Intruder 2  
Warhead Storage  
Intruder 3  
Mantis' Hymn  
Hind D  
Duel  
Enclosure  
Blast Furnace  
Colosseo  
Rex's Lair  
Escape  
End Title - The Best Is Yet To Come  
VR Training  
Metal Gear Solid Main Theme (1997 E3 Edit)  
Metal Gear Solid Control Mix (Mixed by Quadra)

-----  
Metal Gear Solid 2: Sons of Liberty OST  
-----

Metal Gear Solid Main Theme  
Opening Infiltration  
Russian Soldiers from Kasatka  
Olga Gurlukovich  
Metal Gear  
Revolver Ocelot  
RAY escapes  
Can't Say Good Bye to Yesterday (Piano Version)  
Big Shell  
Fortune  
Kill Me Now !  
Vamp  
The World Needs Only One Big Boss !  
It's the Harrier !  
Arsenal is Going To Take Off !  
Who Am I Really?  
Can't Say Good Bye to Yesterday (Full Version) Vocal: Carla White

Tanker Incident  
The Elevator up to Hell  
Vamp's Dance  
Infiltration  
Battle  
Peter's Theme  
Countdown to Disaster  
Lady Luck Revisited  
Yell "Dead Cell"  
Metal Gear's Already Active!  
Arms Depot  
Memories of Hal  
Twilight Sniping  
Will the Virus Still Work?  
Comradeship  
Reminiscence  
Arsenal's Guts  
Prelude to the Denouement  
Father and Son  
Freedom to Decide

---

End...

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-----XIV. FAQ-----

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Any asked questions you might send in will go here...so send them you lazy fool. I know your dying to tell me and as long as it's competent, it will be answered. Hair brained theories are welcomed as well.

Q: Can I use -insert bio- in my FAQ/website?

I shall consider it. If using information in your FAQ you must include a copy of the FAQ in your mail. If you wish to use information on a website, please include the url.

Q: Hey, you forgot to put -insert term-.

A: Well then, tell me about it and I'll add it.

Q: Is there really a Colonel?

A: Of course there is. I don't believe a computer can father a child.

Q: When did Rose go from being real to AI?

A: Rose was the real Rose from up until when Raiden left the Torture Room.

Q: D00D Raiden sux Snake ownz j00.

A: That's nice...

Q: Snake's getting pretty old. Shouldn't he be retiring from the field?

A: Big Boss was considered the greatest soldier of all time, and he was still fighting in his LATE 70s! I'll let you think about that.

Q: Raiden is really girly and !@# looking. What is up with that?

A: Part of Japanese culture. Girly guys look good to Japanese girls. I'm too lazy to remember the term for it (long-haired pretty boy).

Q: Will you be updating this document once a new Metal Gear comes out?

A: But of course, as long as one comes out within the next 4 years.

Q: I heard Hideo Kojima said there isn't going to be another Metal Gear game.

A: Kiddos, Hideo Kojima said there isn't going to be another Metal Gear game DIRECTED by him. The entire ending leads up to a sequel, why would they leave us hanging?

Q: Where does Metal Gear: Ghost Babel fit into the story?

A: It doesn't, it is a sort of alternate universe or something. Well, it actually does fit in. If you complete all the special missions of the game, you will get a text ending screen which gives congrats to...Jack. So it would seem the entire mission was one of Raiden's VR Training.

Q: I heard Metal Gear Solid 2: Sons of Liberty is gonna be on the Xbox. Is this true?

A: I'm not really sure. From what I heard, the project has been cancelled/delayed/never existed.

Q: What is this "Metal Gear Solid Substance" I've heard of?

A: Hmm...from what I've heard it has been made out to be Metal Gear Solid, VR Missions, and Metal Gear Solid 2. Metal Gear Solid and VR Missions (guess I should call it MGS: Integral) is said to have its graphics and game engine upgraded to MGS2's standards (in other words, the looks and moves of MGS2). I don't really know if this is true or not, I've seen it pop up on a few reliable websites, yet what it -actually- is hasn't been said. Well, I dunno. Personally I'd enjoy Metal Gear Solid playing as well as MGS2 =)

\*update\*

Here's the 411 on Metal Gear Solid 2: Substance in case you haven't heard. MGS2:S is pretty much to MGS2 as Metal Gear Solid: Integral is to MGS. Its a updated 'special edition' version of MGS2. Sort of think of it as the special edition DVDs that come out for movies. The first version is just the bare bones movie, while the special edition is overflowing with extras. Anyways, the new features in MGS2:S are:

- Over 200 VR Missions (yipee!)
- Over 100 'alternate missions' (Skateboarding Snake...yeah, its weird)
- 5 story oriented "Snake Tales"
- New costumes and characters to play as (Raiden in Tanker, Snake in Shell. Snake has tuxedo, Pliskin, and MGS1 uniform. Raiden has a Grey Fox skin.)
- Boss Battle and Demo Theater added in (yipee!)

and probably more... (like Meryl is in it o\_o)

Q: What do you do to have time to write all these FAQs?

A: Well, let's see. I have school, a job, and a pretty good social life. My girlfriend has a curfew (yeah, that stinks) of 10:30pm, so I just blow off everyone after she goes home and play video games/write FAQs, stuff like that. What? Slah-eyy? Sleep? What's that...?

Q: Where do Snake's Tales fit in?

A: They don't. It's sort of a parallel universe Twilight Zone-esque world.

Q: What happened with no updates for several months?

A: It's like this:

- Summer
- Computer Broke
- No Internet Connection
- Computer Died
- Bought New Computer 2 months later

Q: What happened to the "Timeline" section?

A: It died. Too many events are vague and MG2's timeline given is just... stupid (peace in the Middle East, Nukes and Chem. weapons banned world wide.)

The games happen these years in case you're wondering:

- 1995- Metal Gear
- 1999 (Christmas Eve) - Metal Gear 2: Solid Snake
- 2005 - Metal Gear Solid
- 2007 - Tanker Chapter: Metal Gear Solid 2
- 2009 - Plant Chapter: Metal Gear Solid 2

Come on now, send me some more questions.

---

-----XV. CONTACT-----

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dark\_id@msn.com

\*\*\*\*PLEASE NOTE: IF YOU HAVE SENT A E-MAIL IN THE PREVIOUS THREE MONTHS, PLEASE RESEND IT.\*\*\*\*

Feel free to contact me if you have a question, comment, want to use this FAQ on your site (see copyright), or have a correction. But first, follow these guidelines.

Please use "original\_dark\_id@yahoo.com" for any questions and I'll be more than happy to answer. If you have any questions concerning using some information or posting this FAQ, please contact me at "dark\_id@hotmail.com"

Do's:

- Use good sentence structure.
- Use good spelling.
- Head the e-mail "Metal Gear (comment, question, whatever)"
- I speak English...so any messages in another language won't be responded to for obvious reasons (sorry.) However, if you can speak some English, but it's not your primary language, just tell me at the start of you message and I'll try to respond.
- Be intelligent.

Don'ts:

- TaLk lIkE tHiS.
- SPEAK IN ALL CAPS.
- Ask questions that are easily answered in this FAQ.
- Ask gameplay questions. I don't give a damn about the best way to beat Solidus on Extreme or have any desire to help you get past Metal Gear Ray. Any gameplay questions shall be ignored.
- Be rude.
- Speak in 1337 (I'm not gonna go to through the trouble of reading it.)
- Curse like a sailor.

- Do NOT stick attachments to your e-mail. I was sent approximately 40 copies of the Klez virus that was going around. If your e-mail is more than 1-10k, then it is destined for the trash.

-Don't send me any \*\*\*\*ing viruses.

Please observe these guidelines and there is a good chance you'll get responds right away. Thank you.

---

-----XVI. CREDITS-----

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I'd like to thank:

My Friends and Family- For obvious reasons.

CjayC ([www.gamefaqs.com](http://www.gamefaqs.com))- For running one of the best gaming related sites on the web and for hosting this FAQ.

Animaraptor- For providing me with the briefing sequence of Metal Gear Solid in order.

RazorC- for supplying me with some very obscure official bios for Metal Gear Solid characters. Hope you can get me those last ones soon.

The Metal Gear 2: Solid Snake English Translation Team- for translating Metal Gear 2 and its manual into English. Big thanks.

Any people who submitted questions or there support.

and you! No, not the guy outside the window stealing your lawn gnome. You, for reading this whole thing. Oh, and there's a guy stealing your lawn gnome...

And anyone else I've forgotten!

---

-----XVII. COPYRIGHT-----

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This document can and should be found only at:

[www.gamefaqs.com](http://www.gamefaqs.com)

If I find it anywhere else without permission, you're gonna die (within the next 80 years).

I took a long time making this FAQ. If I find you steal it, I might have to bust out my exoskeleton from the closet and kill you. If I do find you plagiarize this document, I will see you in court =)

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-----XVIII. CLOSING-----

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Well, this is the end of the road. If your still reading...your weird. Go outside or something. If you read this in one sitting, your superhuman...or very bored. Now go outside, go now! I'm staying away from my computer for a month and spending time in the great outdoors (or getting...err...never mind). This guide was a pain in the ass. Well, hope you enjoyed it. Also, try checking out my other FAQs (yeah, cheap plug):

- Legacy of Kain: Soul Reaver script
- Fatal Fury quotes and dialogue
- Garou: Mark of the Wolves quotes and dialogue
- Fatal Fury 3: Road to the Final Victory quotes and dialogue
- Legacy of Kain: Soul Reaver 2 script
- Virtua Fighter 4 Move List/FAQ

Until next time.

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