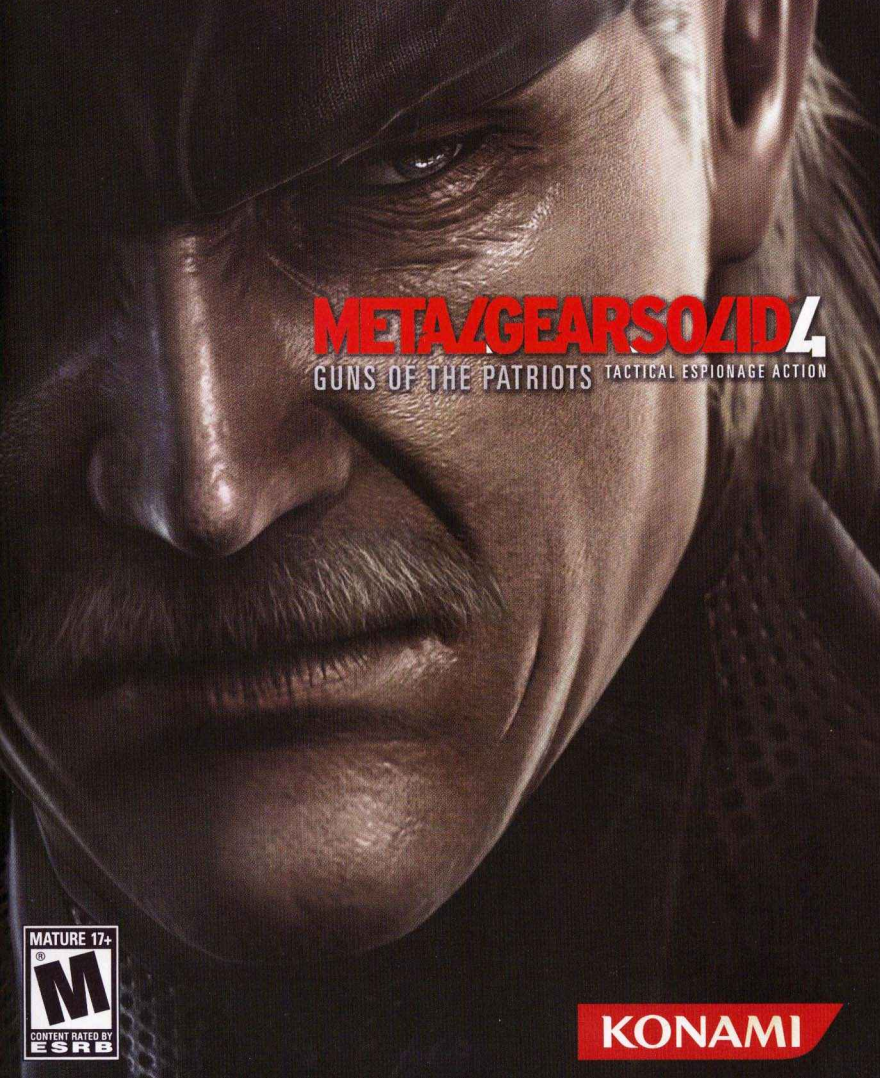
METAL GEAR SOLID 4
GUNS OF THE PATRIOTS
TACTICAL ESPIONAGE ACTION
MATURE 17+
M
CONTENT RATED BY ESRB
KONAMI

⚠WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PLAYSTATION®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:

Use caution when using the SIXAXIS™ wireless controller motion sensor function. When using the SIXAXIS™ wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PLAYSTATION®3 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION®3 FORMAT DISC:

• Do not bend it, crush it or submerge it in liquids. • Do not leave it in direct sunlight or near a radiator or other source of heat. • Be sure to take an occasional rest break during extended play. • Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

METAL GEAR SOLID 4

GUNS OF THE PATRIOTS TACTICAL ESPIONAGE ACTION

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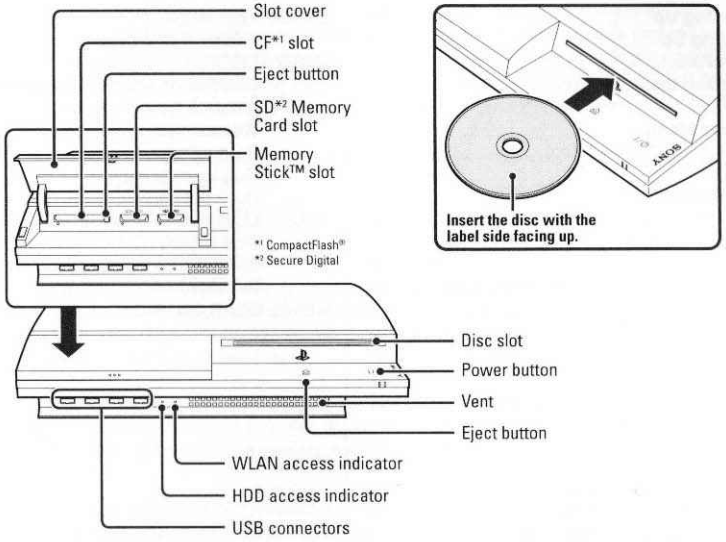
PLAYSTATION®3 system front



Note: Some models of the PLAYSTATION®3 system do not include media slots. For specific features included, refer to the instructions for use of your model of the PLAYSTATION®3 system.

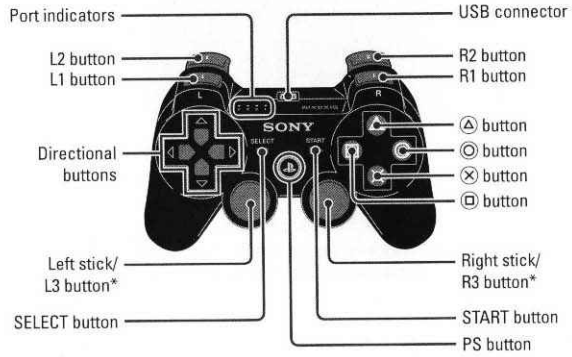
Starting a game: Before use, carefully read the instructions supplied with the PLAYSTATION®3 computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the *Metal Gear Solid 4: Guns of the Patriots* disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PLAYSTATION®3 system's home menu, and then press the ⊗ button. Refer to this manual for information on using the software.

Quitting a game: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

Hint To remove a disc, touch the eject button after quitting the game.

Using the SIXAXIS™ wireless controller (for PLAYSTATION®3)



* The L3 and R3 buttons function when the sticks are pressed.

Note: To use the controller, you must first register or "pair" the controller with the PLAYSTATION®3 system and assign a number to the controller. For details, refer to the instructions supplied with the system.

Saved data for PLAYSTATION®3 format software

Saved data for PLAYSTATION®3 format software is saved on the system's hard disk. The data is displayed under "Saved Game Utility" in the Game menu.

Set up the PLAYSTATION®3 system according to the instructions in its instruction manual. At start-up, the power indicator light will glow red to indicate that the PLAYSTATION®3 system is in Standby Mode. Press the power button and the power indicator light will turn green.

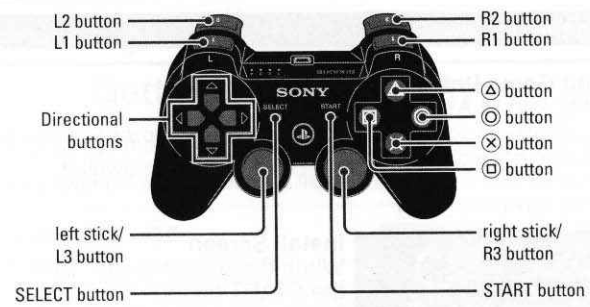
Insert the *Metal Gear Solid 4: Guns of the Patriots* disc into the disc slot with the label side facing upwards. *Metal Gear Solid 4: Guns of the Patriots* will then begin loading. Do not insert or remove accessories once the power is turned on.

The minimum amount of free space required to save *Metal Gear Solid 4: Guns of the Patriots* data will vary depending on the capacity and type of media storage device in use.

Metal Gear Solid 4: Guns of the Patriots supports the use of the SIXAXIS™ wireless controller and the DUALSHOCK®3 wireless controller. Please refer to the PLAYSTATION®3 system Instruction Manual for details about setting up and recharging these wireless controllers.

USING MENU SCREENS

Press the ↑, ↓, ← or → directional buttons to highlight an option, then press ⊗ to confirm. To return to the previous menu screen, press ◉.



L2 ..... Item Menu
(hold down) Open the Item Menu
(tap) Quick Change item

L1 ..... Weapon Aim
(hold down) Aim weapon

R2 ..... Weapon Menu
(hold down) Open the Weapon Menu
(tap) Quick Change weapon

R1 ..... Attack
(when aiming a weapon) Attack with weapon
(when not aiming a weapon) (hold) CQC (tap) Melee attack

↑ / ↓ ..... Change Zoom Level
(with Solid Eye (Binos), Camera, or a weapon with a scope equipped)
Change the zoom magnification level

SELECT ..... Control Descriptions
Display a description of controller functions
* Can be switched to Codec in "Options"

START ..... Menu
Open the Pause Menu

left stick ..... Move Snake
(tilt slightly) Walk quietly
(tilt fully) Run

right stick ..... Move Camera
Control the camera angle
(When aiming a weapon, move the crosshairs)

△ ..... Action
Perform different actions depending on the situation
(when aiming a weapon) Switch First Person View on/off

□ ..... Engagement Style
(when aiming a weapon) Switch between auto and manual aim

○ ..... Reload
Reload the current weapon

⊗ ..... Crawl
Change stance
(when running) Roll

Starting the Game

Installing Game Data

Insert Disc into PLAYSTATION®3

Insert the *Metal Gear Solid 4: Guns of the Patriots* disc into the PLAYSTATION®3 to begin installing game data onto the hard disk drive.
Note that only a part of the game data will be installed. The Blu-ray® game disc is still required to play the game.



Install Screen

When the screen reads "100%", press the START button

Besides the initial install, data will need to be installed several more times during the course of the game. At least 4100MB of free space are needed on the PLAYSTATION®3 hard disk drive to install.

! The following are also saved as game data:
- Photos taken with the "camera" item during the game
- Extra content data

Deleting game data will also erase these items, so use caution.

Title Menu

Press the START button at the title screen



NEW GAME	Start the main game
LOAD GAME	Continue the game from saved data
MISSION BRIEFING	View a video description of the mission
OPTIONS	Adjust the controls and other game settings
PHOTO ALBUM	View photos taken with the "camera" item during the game
VIRTUAL RANGE	Practice firing weapons
METAL GEAR ONLINE	Connect to "Metal Gear Online" (p. 47)
EXTRA	Extra Content menu*

* The Extra Content menu contains new music files, weapons, camouflage patterns, and other extras for the main game. These extras can be obtained by entering passwords or by downloading them online.

For details on how to get online, visit the official Konami website (www.konami.com).

Getting Ready to Play

Before plunging into the main game, get into fighting shape by choosing the following options in order from the Title Menu.

1 VIRTUAL RANGE

First, get a feel for the controls and practice wielding and firing the weapons. When finished, press the START button to open the menu and choose "EXIT."



2 MISSION BRIEFING

Next, watch the Act 1 briefing to check the mission objectives and see the story unfold.



When in Briefing:

△ .....Switch main monitor
▣ .....Switch between surveillance and Mk.II cameras
L2 .....Expand main monitor to full screen

3 NEW GAME

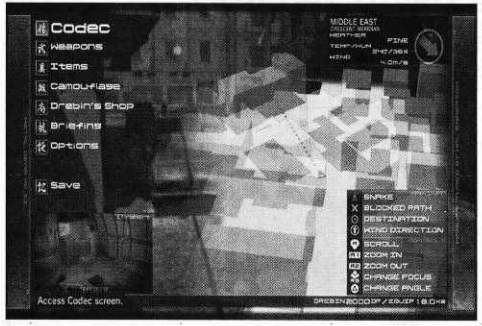
Choose the level of difficulty.

LIQUID EASY	For players who aren't good at action games
NAKED NORMAL	For players who don't like it easy
SOLID NORMAL	Standard difficulty
BIG BOSS HARD	For players who to test their limits
THE BOSS EXTREME	For players looking for the ultimate thrill (Unlocked after competing the game once)

START THE GAME!

Pause Menu

Press the START button during the game



Codec
Get hints over Codec ..... p. 17

Weapons
Equip weapons ..... p. 23, 33
Launder, customize, and purchase ammo for weapons ..... p. 35

Items
Equip and use items ..... p. 22

Camouflage
Change camouflage and clothing settings ..... p. 18

Drebin's Shop
Purchase weapons and ammo ..... p. 34

Briefing
Review game controls, etc ..... p. 12

Options
Adjust camera controls and other settings ..... p. 14

Save
Save game progress ..... p. 9

Saving the Game

Press the START button during the game to open the Pause Menu

↓

Select "Save"

↓

Choose a save file
To create a new save file, select "New Save."

↓

GAME SAVED!

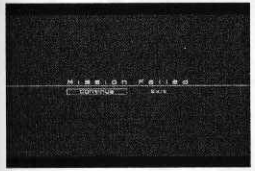
Game progress will be saved up to the last checkpoint reached.
Do not turn off the PLAYSTATION®3 while the game is being saved.

> ! Turning the power off while saving will not only prevent game data from saving properly, but may cause data to be erased from the hard disk drive.

Once the message "Save Complete" appears on the screen, the power may be turned off. To continue playing a previously saved game, select "Load Game" from the Title Menu. The game cannot be saved unless there is enough free space on the hard disk drive.

Game Over

When the main character Old Snake dies, the game is over



[Continue] ..... Continue the game from the last checkpoint.
[Exit] ..... Return to the title screen.
Other conditions may also result in Game Over during certain missions.

Life Gauge
Psyche Gauge
Stress Level
.....p. 28

Enemy Alert Level
.....p. 29

Baseline Map
.....p. 24
Destination
.....p. 16



Current Item
.....p. 22

Action Icon
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Auto Aim..... p. 23

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Customizing Weapons
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Solid Eye.....p. 24

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Movement.....p. 14

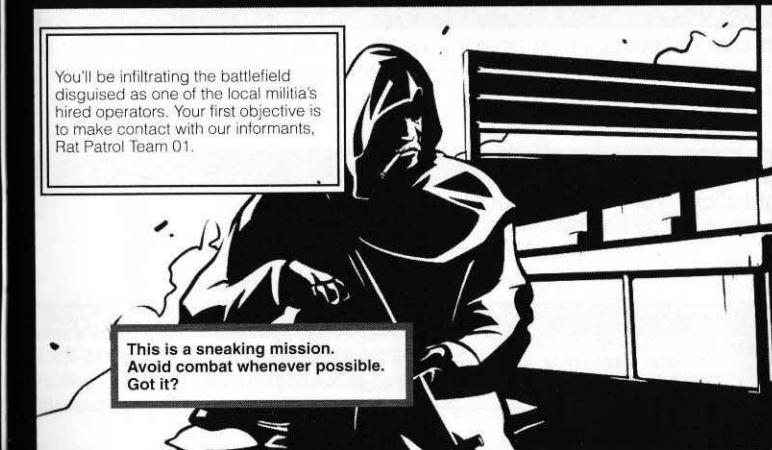
OctoCamo .....p. 18


In the not too distant future. On a tired battlefield. War has become routine.
A convoy of trucks rumbles through the desert.
On board, clothed in mercenary garb, sits a familiar figure.
Mission Briefing


Three days prior...
This isn't justice – a hired hit. Put a stop to Liquid's insurrection.
He's planning to create a perfect world once envisioned by Big Boss...
Outer Heaven - the one world in which soldiers will always have a place.
Roy Campbell


Liquid Ocelot
We found him in the Middle East 18 hours ago.
Liquid Ocelot reigns over the world's five largest PMCs (private military companies), and plans to use them to instigate his insurrection.


The whole region's embroiled in a civil war between the current regime and local rebels.
OTACON
Dr. Hal Emmerich


You'll be infiltrating the battlefield disguised as one of the local militia's hired operators. Your first objective is to make contact with our informants, Rat Patrol Team 01.
This is a sneaking mission. Avoid combat whenever possible. Got it?



Movement (Walking / Running)

Left stick - Move

Tilt slightly.....Walk quietly without making noise
Tilt fully.....Run fast

Camera Controls

Right stick - Adjust camera angle

Press in the right stick to return the camera to behind Snake's back.

! Holding the Controller

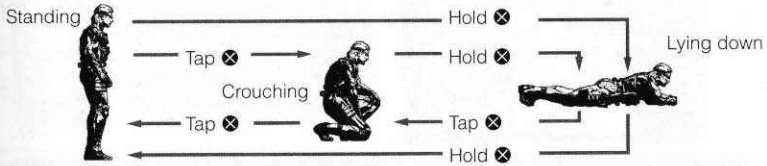
The best way to hold the controller is to place your left thumb on the left stick and your right thumb on the right stick.



Crouching / Lying Down

⊗ (press and hold to lie down) - Move through tight spaces / lower Snake's visibility

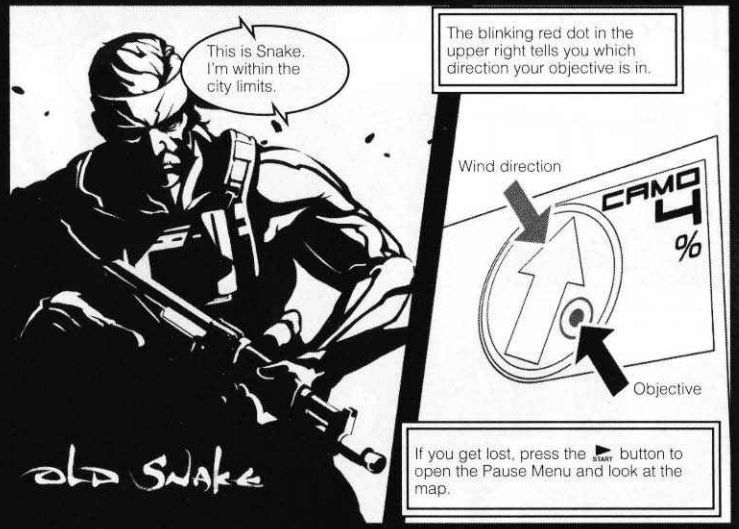
Use the left stick to move around in any stance.



Rolling

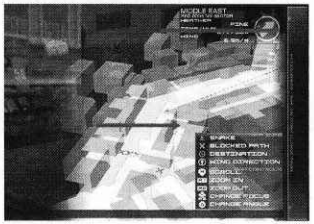
Left stick + ⊗ - Dodge attacks and obstacles

Rolling lets Snake clear small obstacles and gaps in the ground or floor. He can also use it to trip up nearby enemies.



Map

START - Check the map when unsure where to go

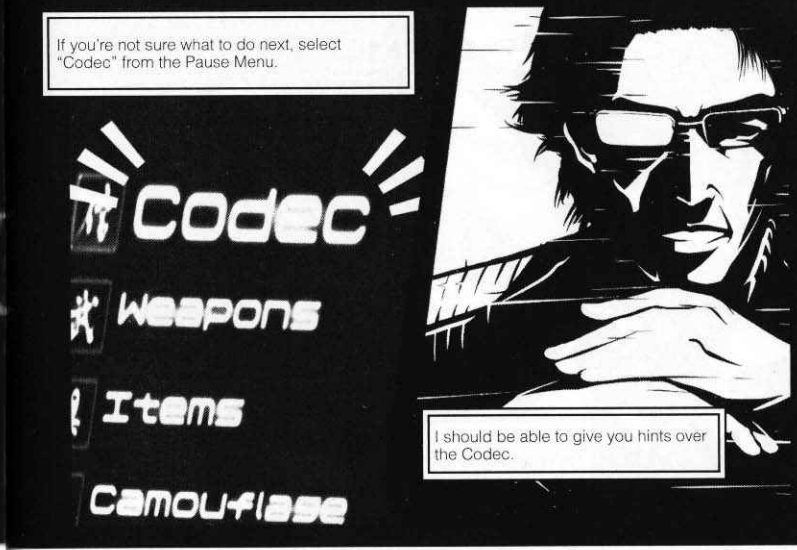


Map controls

△ button	Switch between 2D/3D display
R1 button	Make the map bigger
R2 button	Make the map smaller
right stick	Scroll the map (2D display) Rotate the map (3D display)

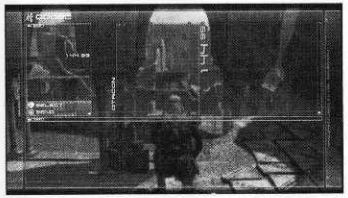
! Focusing the map

Press in the right stick R3 while the map is displayed to switch between centering the map on Snake and centering on his objective.



Codec

Pause Menu – "Codec" - Get hints

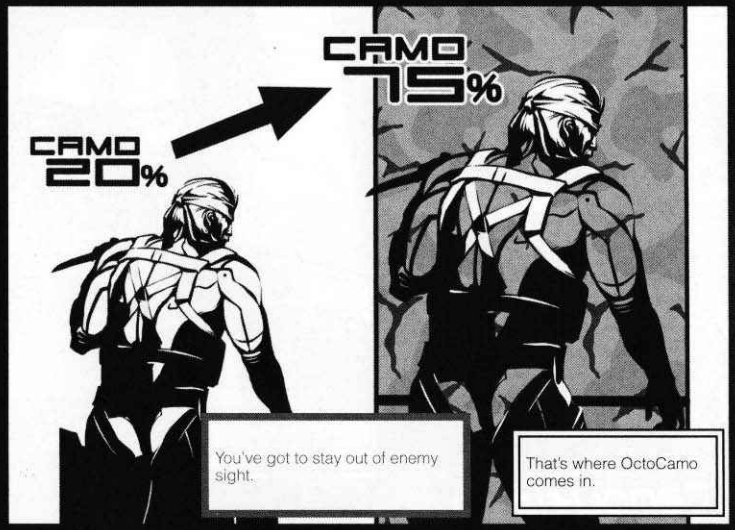


Press the ⬅ and ➡ buttons to choose whom to call and press the OK button.

* Only Otacon can be contacted at the beginning.

Control Descriptions

SELECT - Display control descriptions (during game)



OctoCamo

⊗ (Crawl) or △ (next to a wall) - Lower Snake's visibility

Lie on the ground or press against the wall (p. 20) and stay still. Within seconds, Snake's OctoCamo suit will automatically mimic the surrounding environment. Snake cannot use the OctoCamo suit if he is wearing clothes over it.

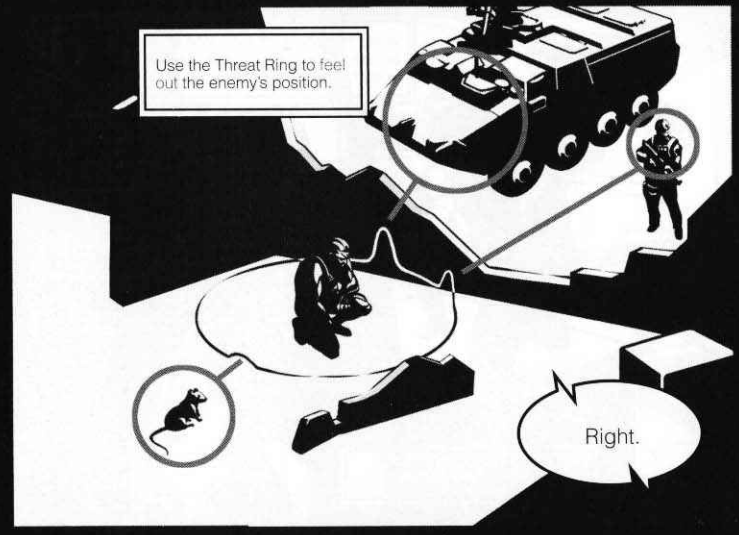




! More Camouflage Options

Additional camouflage settings are available under "Camouflage" on the Pause Menu.

FACE.....Select the face mask pattern (after acquiring the FaceCamo)
BODY.....Change OctoCamo and clothing settings.
VEST.....Change the color of the Command Vest.

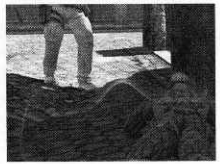


Threat Ring

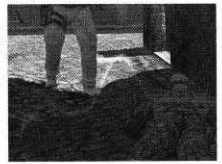
⊗ (displayed when crouching or lying down) - Get a visual display of threats in the surrounding area



Small threats
Far away
Faint presence



Large threats
Close by
Strong presence



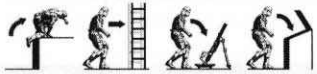
Red threats
On the hunt for Snake



Action Button

△ (when an icon is displayed) - Perform the corresponding action

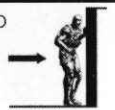
Press the △ button when an icon is displayed on screen to perform that action.



Wall Press

△ (next to a wall) - Hide against a wall, activate OctoCamo

Press the left stick along the direction of the wall to move while pressed against the wall. When at the edge of a wall, press in the direction of the edge to peek around the corner.



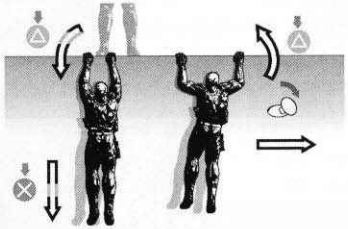
! Playing Dead

Hold the △ button while lying down to play dead. On the battlefield, where corpses litter the ground, playing dead can be an effective way to elude the enemy. Enemies won't be fooled if they see Snake start to play dead.



Hanging

△ (near a handrail, etc.) / (left stick) - Hang down

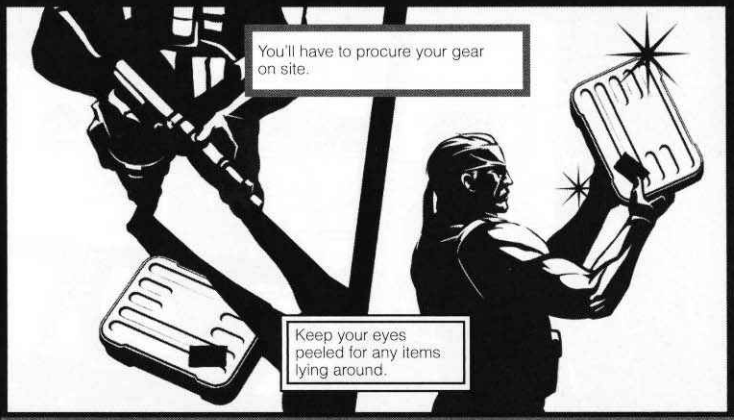


Controls while hanging

left stick	Move while hanging
△ button	Climb back up
● button	Let go

! Grip Gauge

While hanging, the Psyche Gauge will be replaced by the Grip Gauge. When the gauge drops to zero, Snake will lose his grip and fall.



To use the items you pick up, you have to equip them.

Equipping Items

Pause Menu > "Items"

Items must be equipped first before using them.
Choose an item from the "Items" menu and press the ● button to add the item to the Item Window.



Using Items

While holding L2, (left stick)

Use the equipped item
The item currently in use is displayed in the lower left.
Rations and other consumable items can be used by selecting them and pressing the ● button.



Restoring Snake's Life with Rations

Until you get used to the game, it's a good idea to keep Rations as the currently equipped item. That way, Snake will automatically use a ration if his Life drops to zero, preventing instant death.



You'll need to equip a weapon before using it.

Equipping Weapons

Pause Menu > "Weapons"

Weapons must be equipped first before using them.
Choose a weapon from the "Weapons" menu and press the ● button.



Lethal



Non-Lethal

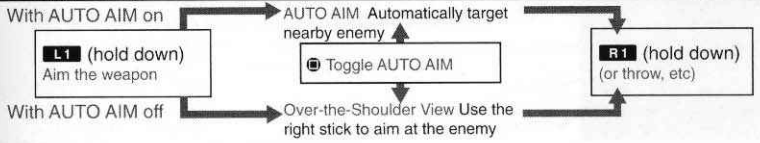
Selecting Weapons

While holding R2, (left stick)

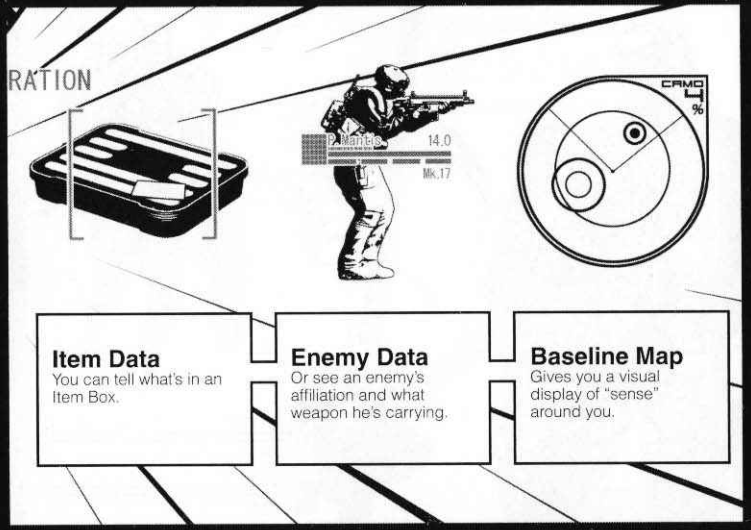
Select the weapon Snake holds - The selected weapon is displayed in the lower right.



Using Weapons







Solid Eye

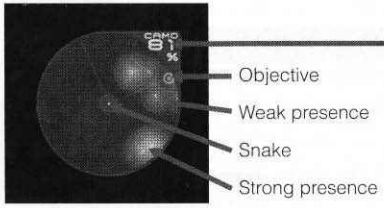
Display a variety of data on-screen

Use the Solid Eye as an item to display the Baseline Map and enemy data on-screen.

Baseline Map

Displays the "sense" of the battlefield

The Baseline Map is a visual display of the "sense" given off by moving objects, smells, and sounds. It is displayed in the upper right of the screen.



Camo Index

The higher the Camo Index, the harder Snake is to detect.

Blue number.... The baseline is "noisy," giving a boost to the Camo Index.

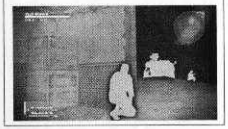
Red number..... The enemy is in Alert Phase (p. 29), negatively impacting Snake's Camo Index.

Solid Eye Modes

Hold **L2** and press...

● button (NV)

Infrared Night Vision Mode
Activates IR Night Vision Mode. Useful in dark places.



▲ button (BINOS)

Binocular Mode (First Person)
Press the ⬆ and ⬇ buttons to change the zoom level.



◉ button (NORMAL)

Normal Mode
Displays a variety of data.



Watch the Battery!

Items that run on electricity use up battery power while in use. If the battery level drops to zero, these items become temporarily unusable.

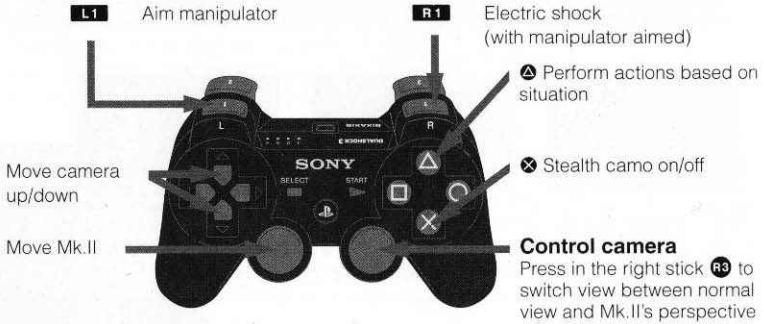




Metal Gear Mk.II

Scout, collect items, and deliver electric shock attacks

To use Metal Gear Mk.II, select it as an item.
To return to controlling Snake, de-select the Mk.II.



Stealing Items

△ next to a fallen enemy

Shake down enemy bodies to find items

Dragging Enemy Bodies

Hold △ next to a fallen enemy and use the (left stick)

Hide dead and unconscious soldiers from their comrades

Hold Ups

L1 (near an enemy who hasn't spotted Snake) - Hold the enemy at gunpoint

Body Check

△ during a hold up - Get items from the enemy

If a "!" appears while Snake is patting down an enemy, immediately press the △ button again to steal more items from the enemy.







Life Gauge

When it drops to zero, the game is over

The Life Gauge is displayed at the top of the screen. When Snake is hit by an attack, his Life Gauge decreases. Use a recovery item or rest in a crouching or lying position to bring the gauge back up.



Life Gauge
Recovers automatically over time

Psyche Gauge
Snake's mental stamina. It supports his Life and ability to perform actions. Psyche also affects Snake's physical abilities and his firing accuracy. The Stress Level determines how fast the gauge depletes. It can be replenished by resting.

Stress Level
Affects Psyche depletion. Being in hot and cold places, getting spotted by the enemy, and carrying around heavy gear all raise Snake's stress level.

Combat High
Firing a certain number of shots in Alert Phase (see next page) will give Snake a combat high. His Psyche Gauge won't deplete as long as the high lasts, and he'll take less damage from attacks as well.

Enemy Alert Modes

The enemy has 4 alert modes (phases). When the counter reaches zero, the enemy shifts to the next phase.

Normal Phase The enemy is unaware of Snake's presence

Watch the signs above the enemy's head

- Yellow: Reacting to an unusual object or sound
- Red: Spotted
- Blue: Suspicious

Snake is discovered

Counter reaches zero

Alert Phase
The enemy has found Snake and is attacking

ALERT 99.99

Snake hides where the enemy can't see him

Evasion Phase
The enemy loses sight of Snake and searches for him

EVASION 60.99

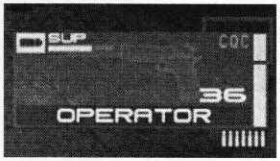
Counter reaches zero

Caution Phase
The enemy gives up searching, but is still on guard

CAUTION 41.92

CQC (Close Quarters Combat)

CQC is useful for engaging enemies at close range.

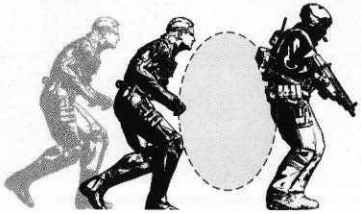


Snake can only use CQC if he has no weapon equipped (the weapon icon reads "NONE") or if he equips a weapon with a "CQC" mark on its icon.

Sneak up close to an enemy and hold the R1 button without aiming a weapon.

Grab (one-handed, with weapon equipped)

From here, Snake can perform a number of maneuvers. With a two-handed weapon equipped, Snake will knock the target over.



R1
Hold down



left stick + R1



Throw to ground

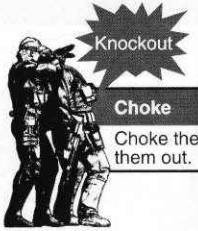
Throw the target to the ground and knock them out.

R1
Press and release



Knock weapon away

Press the R1 button just as Snake pulls the target toward him.



When the knockout mark disappears, the target will regain consciousness

Choke

Choke the target to knock them out.

Press firmly
R1

left stick + R1

Throw

After grabbing the target from a crouching position, drag the target to the ground and hold them there.



△

Cut throat with knife

If Snake is equipped with syringes or scanning plugs, he'll use those items on the target instead.

L1

left stick

Use captured enemy as shield and aim weapon

Press the R1 button to attack with a weapon.

Drag

Move around with the target in tow.



First Person Attacks

While holding L1, press △ > R1 - Move the crosshairs with the right stick

Aiming for different places will produce different effects.

If the weapon is equipped with a scope, use the up and down buttons to change the zoom level.

> **Head Shots**
> Aim for a target's head for a quick takedown. Headshots also make tranquilizer rounds work more quickly. If the target is wearing a helmet, the first shot won't have an effect.

Reloading

◉ - Replace a weapon's magazine

> **Time Your Reloads Wisely in Combat**
> Weapons are automatically reloaded when they run out of ammo (as long as Snake has extra magazines). Snake can also reload at any time by pressing the ◉ button.



Weapon Types

Each weapon type has its own unique advantages.

Handguns	Single-handed. Easy to use
Submachine guns	Rapid fire-capable
Rifles	Assault rifles, sniper rifles, etc.
Other firearms	Heavy firepower – shotguns, rocket launchers, etc.
Explosives	Grenades, Claymore mines, etc.
Other	Other weapons

Weapon Attributes

Pause Menu > "Weapons" Weapon capabilities are rated from S (highest) to A through E (lowest)

DMG SLP STN Lethality (or sleep / knockout time)

SHK Effective range

PNT Piercing power

STB Recoil

RLD Reload time

LKO Auto Aim effectiveness



Drebin Points

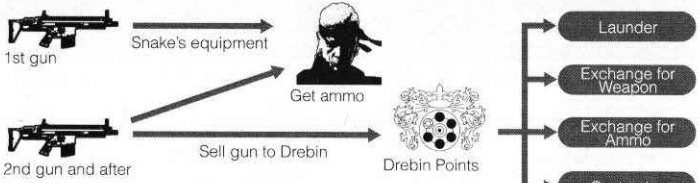
Exchange them for weapons and services

Once Snake meets the arms dealer Drebin, he can buy weapons and launder guns.

- When Snake acquires more than one of the same weapon, extra weapons will automatically be sold to Drebin in exchange for Drebin Points.
- Snake's current Drebin Point total is displayed in the lower right of the Pause Menu.



Drebin Points





Gun Laundering

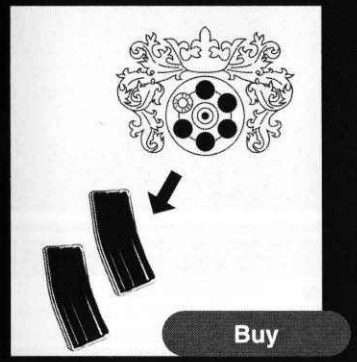
Unlock ID weapons

Enables Snake to use weapons marked as "LOCKED" (ID weapons).

Select "Weapons" from the Pause Menu

Choose a weapon to unlock

Snake will spend Drebin Points to launder the weapon



Buying Weapons/Ammo

Exchange points at Drebin's Shop

Select "Drebin's Shop" from the Pause Menu

Select a weapon to buy from the list

Press the ○ button to buy

To buy ammo, select a weapon from "Weapons" and press the △ button.



Customizing Weapons

Add new features to Snake's weapons

Certain weapons can be made stronger by adding custom parts.

Select "Weapons" from the Pause Menu

Select a weapon and press L2 to activate the viewer to learn more about the weapon

Select the area and type of customization

The weapon will be customized with the corresponding part. (If Snake doesn't have the required part, he will buy it using Drebin Points.)



Side Rolling

While holding L1, (left stick) to the side + ⊗

Useful for dodging enemy attacks

Lying Face Up

△ while lying down - Face up while staying low

Jump Out Shot

While holding L1 next to a wall, press R1

While pressed against a wall, peek around the corner and attack

Quick Change

R2 (weapon) L2 (item) - Quickly switch weapons/items

There are 2 types of Quick Change, selectable under "Options" on the Pause Menu: Previous (switch to the last item equipped) and 3-Slot (rotate between 3 different items).



Reputation

Turn enemies into allies

When Snake defeats PMCs, his reputation will go up among the militias. Conversely, if he attacks militia solders, the militias will start to see Snake as an enemy.
Since the PMCs are ID-controlled, they will never view Snake as a friend. The Solid Eye will tell Snake which side a soldier belongs to. Militia soldiers will be labeled "Militia."

Soldier Emotions
The soldier's emotional state, represented by an icon.



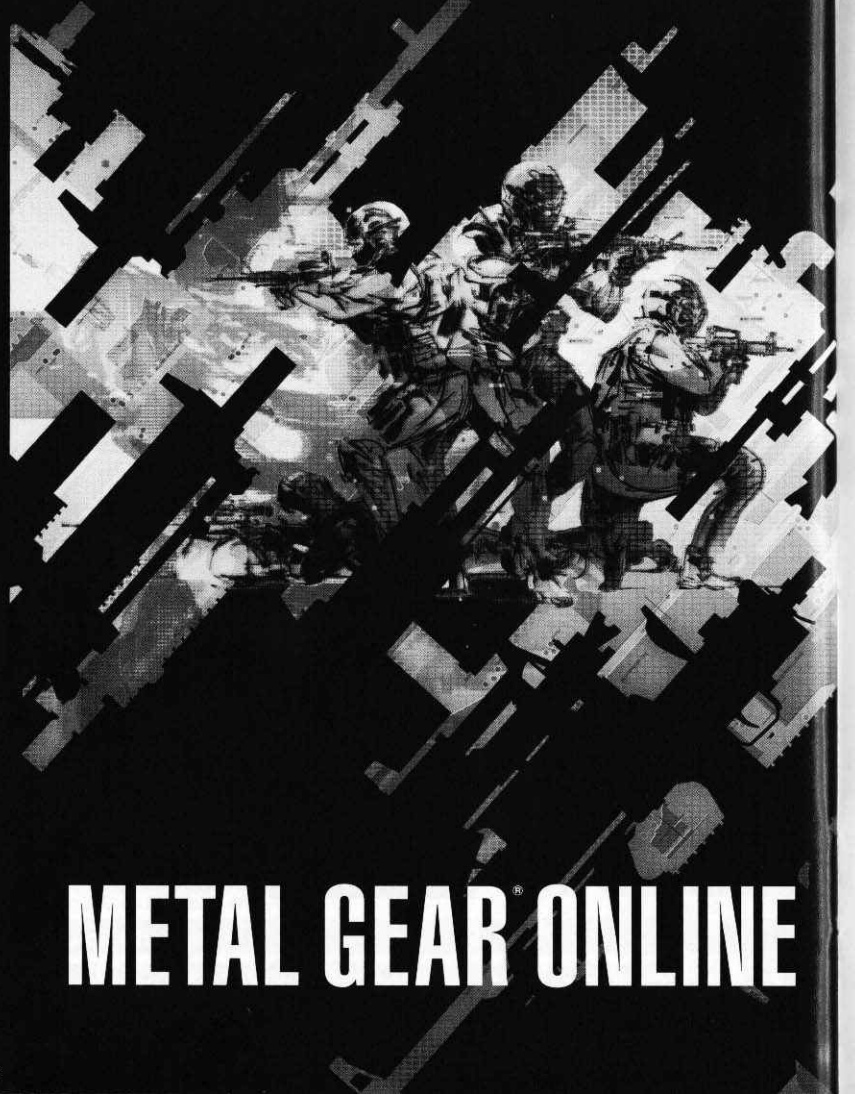


Affiliation
The soldier's affiliation. As Snake's reputation increases, the name turns blue.

Life Gauge
The soldier's Life Gauge.

Giving Items to Others

Giving militia soldiers items can have benefits for Snake, such as getting something else in return. To give someone an item (such as a ration), select the item, stand next to the recipient, and hold the L2 button and press the ◉ button.





*01: In METAL GEAR ONLINE you can battle with up to 16 players.
*02: Customize your character by editing their face, voice, and gear.
*03: Receive COMBAT TRAINING from experienced players in TRAINING MODE.



★04: Communicate via chat or preset messages.
★05: AUTO MATCHING allows players to battle others who are at the same level.



★06: Share info with your teammates by linking the nanomachines in your bodies (SOP Link).
★07: Many other rules are also available.
★08: It's possible to form CLANs with other players.



*09: Using SOP Link, it's possible to track the location & status of your teammmates.
*10: Learn the location of enemy troops by scanning their SOP Link.



*11: MGO uses the same system as MGS4, so your skills won't go to waste.
*12: Expansion packs featuring new stages and characters are on the way.



★13: You can access community sites and mail from within the game.
This comic is a work of fiction.

Battlefield Dos and Don'ts

Run! Don't linger in the same spot, or you'll be a sitting duck!

Shoot! Characters without name tags are enemies. Shoot or be shot!

Connect! Coordinate with your comrades via SOP, chat, and preset messages.

Respect! You're playing with real people. Respect them and fight a good fight.

Enjoy! The most important rule: Enjoy your battle!

That is all!

The Path to METAL GEAR ONLINE



START!

To play METAL GEAR ONLINE (MGO), you'll need to have an internet connection and go through a few steps. So let's take a look at what you need. First, a few questions.

Have you ever used your PLAYSTATION®3 to play other online games?

No → Do you have a PLAYSTATION®3 that's connected to the internet?

No → Do you have an internet connection in your house?

No → **1** Go to "Getting a broadband internet connection" (p. 48)

You'll need to get yourself a broadband internet connection first.



Yes → Is your internet connection broadband?

Yes → Is your connection broadband?

No → Is your connection broadband?

Yes → **2** Go to "Connecting your PLAYSTATION®3 to the Internet" (p. 48)

Sounds like you've got the right internet connection. Let's get your PLAYSTATION®3 online!



Yes → Is your connection wireless or wired?

Yes → Is your connection wireless or wired?

Wired → Are you signed in to the PLAYSTATION®Network?

No → **3** Go to "Signing in to the PLAYSTATION®Network" (p. 49)

You need to register with the PLAYSTATION®Network to play PLAYSTATION®3 online games.



Wireless → I'd recommend a wired connection. It's more stable.



Wired → Do you have at least 500MB* of free space on your PLAYSTATION®3 hard drive?

No → Not enough disk space, huh? Can you get rid of any data?



Yes → **4** Go to "Launching MGO" (p. 50)

You're ready to play MGO now!



* You will need at least 4,600MB if MGS4 is not installed.

MGO Connection Support Page
(http://konami.jp/mgo_connect_us)



If you have any questions for Customer Support, here's how to get in touch:
MGO Connection Support:
(support@konami.com)

1 Getting a broadband internet connection



First, you'll need to sign up with a provider and get an internet connection.

A stable broadband internet connection (FTTH (fiber optic), cable modem, ADSL line) is required to play MGO.

Recommended connection speeds for MGO		
	Upload speed	Download speed
For normal play	128 kbps or higher	128 kbps or higher
To host a game	256 kbps or higher	512 kbps or higher

Connection speed can be tested on the MGO official site's Connection Support page (p. 47). (Users are responsible for any provider and/or connection fees.)

2 Connecting your PLAYSTATION®3 to the internet

Connect your PLAYSTATION®3 to your internet device with a LAN cable. Then you can set up your PLAYSTATION®3 console.



For details on how to connect, see the PLAYSTATION®3 hardware manuals. Instructions can also be found on the MGO official site's Connection Support page (p. 47).

3 Signing in to the PLAYSTATION®Network

To play METAL GEAR ONLINE, you have to sign in to the PLAYSTATION®Network.



Creating an account on the PLAYSTATION®Network

Choose "PLAYSTATION®Network" from the Home Menu, then select "Sign up for PLAYSTATION®Network" and follow the onscreen instructions to create an account.



Signing in to the PLAYSTATION®Network

Choose "PLAYSTATION®Network" from the Home Menu, then select "Sign In" to sign in using a registered account.



Once you're signed in, it's time to launch MGO (p. 50)



* What is the PLAYSTATION®Network?
The PLAYSTATION®Network is an online service that gives users a new way to enjoy their PLAYSTATION®3. Users can sign in to play online games, download demos of new games, and access other services as well.

METAL GEAR ONLINE

4 Launching MGO Don't forget to read through the Online User Agreement!



It's time to launch MGO!
Select "METAL GEAR ONLINE" from the METAL GEAR SOLID 4 Main Menu.

Installing

Select "METAL GEAR ONLINE" to install MGO to the PLAYSTATION®3 hard disk drive (500MB required). The title screen will then appear.

Title Screen



GAME START
The Online User Agreement will appear on screen. Be sure to read through them. Select "Yes" to bring up the ID Menu. If no internet connection is detected, the Connection Support feature will launch.

METAL GEAR SOLID 4
Return to the MGS4 Main Menu.

5 ID Menu Enter your ID



You'll need a Game ID to log in to METAL GEAR ONLINE. Go to the Konami ID Portal Page to get one.

ID Menu

- (already have an ID) Enter Game ID and Log In > Proceed to the Login Screen
- (don't have an ID) Go to Konami ID Portal Page > Go to the Portal Page
- Online Manual > View the online manual

The Konami ID is for accessing services provided by the Konami Group.
The Game ID is a universal personal ID for accessing Konami Group online content.*

* You can also register from your PC at (https://id.konami.net/).

6 Log in! Welcome to the world of MGO!



That's it! You're all set!
Now log in and get ready to have a blast online!

Login Screen

Enter the Game ID and the password set when acquiring the Game ID to log in.
Turn on the "Save ID and Password" option under "Save" to automatically log in during future sessions.





Prepare for battle...

Once you've created a character and selected a lobby, it's time for BATTLE!
Have fun with online multiplayer matches with up to 16 players.

* Refer to the Online Manual (http://www.konami.net/man_mgo) for controls and functions after logging in.

Don't Give Up!

If you're having trouble connecting, contact Connection Support. (See p. 47)

ID Memo

GAME ID	PASSWORD



Don't lose your ID and password!

* If you forget your Konami ID or password, visit the Konami ID Portal (https://id.konami.net/) to look them up.

Notes

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