

METAL GEAR AC!D²



KONAMI

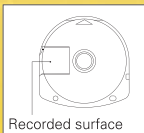
For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP handheld entertainment system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

- When operating the unit, play in a well-lit room and keep a safe distance from the screen.
- Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play.
- Do not use the system when you are tired or short of sleep.
- When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms. If the condition persists, consult a doctor.
- 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.

Use and handling precautions

- This disc is PSP™ (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP™ system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick™ Duo or Memory Stick™ PRO Duo (both sold separately) may be required. Refer to the software manual for full details.
- Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted.
- Set the PSP™ system's wireless network feature to off when using the PSP™ on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP™ system's wireless network feature could interfere with the proper operation of the pacemaker.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.

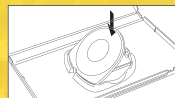
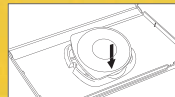


Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

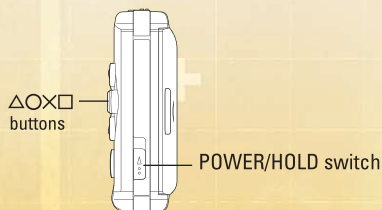


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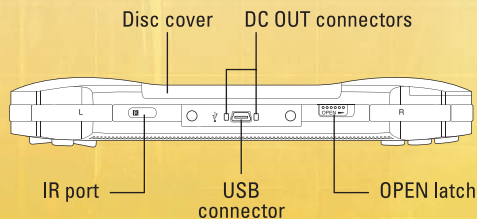
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Right side view



Front View



Set up your PSP™ (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the Metal Gear Acid 2 UMD with the label facing the system rear, slide until fully inserted and close the disc cover. From the PSP™ (PlayStation®Portable) system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press **×** of the PSP™ (PlayStation®Portable) system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

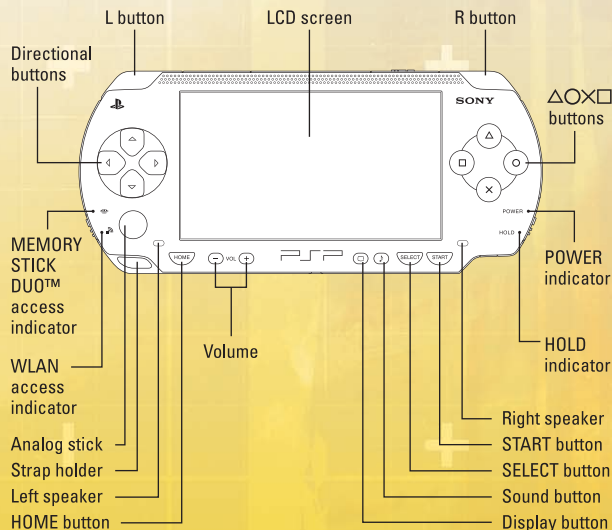
NOTICE: Do not eject a UMD while it is playing.

Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo™ into the memory stick slot of your PSP™ (PlayStation®Portable) system. You can load saved game data from the same memory stick or any Memory Stick Duo™ containing previously saved games.

PSP™ (PlayStation®Portable) system configuration



Card Selection Controls

Demo Skip / Control Explanation	[START]
Status Window ON / OFF	[SELECT]
Move Viewpoint	analog stick
Rotate Viewpoint	L button
Rotate Viewpoint	R button
Aerial Camera View	▲
Confirm	○
Cancel / Open Command Menu *	⊗
Select Command (USE, MOVE)	directional buttons ↑ / ↓
Select Card	directional buttons ← / →

* **Note:** You can press the ⊗ button to open the Command Menu and select GUIDE to view instructions and advice on how to play the game.

Movement Controls

Control Explanation *	[START]
Aerial Camera View	[SELECT]
Move Viewpoint	analog stick
Rotate Viewpoint	L button
Rotate Viewpoint	R button
Rotate Mode	▲
Confirm	○
Switch between Stand / Crawl	■
Cancel	⊗
Select Move	directional buttons
Close Quarters Combat (CQC)	▲ + ○

* **Note:** Press another button while the game is paused and the function of that button will be displayed.

Intermission Controls

Turn page left	←
Turn page right	→
Switch / Edit Deck	▲
Confirm	○
Card Details	■
Cancel	⊗
Move Cursor	← / → / ↑ / ↓

STARTING UP



NEW GAME

Start the main game from the beginning. If you have save data from the original METAL GEAR ACID, proceed to the MGA I IMPORT menu.

LOAD GAME

Restart the game from previously saved data.

CONTINUE

Restart the game from Break Data created during a mission. Loading it will not delete the Break Data.

OPTIONS

Change various game settings.

PASSWORD

Enter a password.

ARENA

Compete in a separate Arena Mode, challenging bosses from other Metal Gear games.

MGS3 SUBSISTENCE LINK

Link up using a copy of METAL GEAR SOLID® 3 SUBSISTENCE and a USB cable to access and unlock extra features.

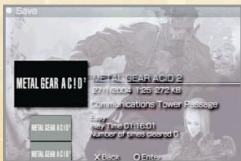


GAME OVER

When any of the following happens, the game ends, and you are returned to the previous intermission to restart the mission.

- All player characters are unable to continue the mission (when the LIFE gauge hits 0).
- A specific player character is unable to continue (certain missions only).
- You cannot complete the mission within the specified cost (certain missions only).

SAVE AND LOAD



Save: There are two ways to save the game. Save from the “Break” option during a mission or the “Save Game” option at the end of a mission. You can create one “Break” file and up to 10 “Save Game” files.

A Memory Stick Duo or Memory Stick PRO Duo (hereafter referred to as a Memory Stick) with at least 672 KB of free space is required for a “Break” save and at least 352 KB of free space for a “Save Game” file.

Load: Select “LOAD GAME” from the title menu screen to bring up the Data Select screen. Highlight the save file you wish to use and press the **○** button.

STORY

The story begins on a lonely island off the coast of North America belonging to the arms manufacturing company, Strategic (SL) Corp. A hardened veteran undertakes the infiltration of this facility alone. His name: Snake. And this time, an FBI agent is calling the shots. The purpose of the mission - to acquire data on SL Corp.'s secret projects. The island facility seemed like such an easy target that the mission looked to be over almost as soon as it had started. But seconds before a successful completion, deafening alarms sounded across the island.

Now Snake faces infiltrating military troops, SL Corp.'s independent Security Unit, and the newly activated Metal Gear. An apparently simple mission may have just become this reptile's most grueling challenge yet...

INTRODUCTION
TACTICAL CARD GAME

Metal Gear Acid is a strategy game in which you take control of “Snake” and attempt to complete his latest secret mission.

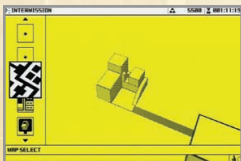
Success in this battle relies upon cards. You will have to think strategically about the effects and combinations of cards and create a deck suited to each situation.

You must infiltrate enemy territory without being seen by enemy soldiers by using stealth and cunning. If you are spotted, the battle will become even more challenging as more opponents respond to your presence. Sneak, smash, lure, or trap – your strategy is dependent entirely upon you and your customized deck. Discover your own unique strategies to complete this challenging mission!

* This game is a work of fiction. All characters, organizations, etc. portrayed are entirely fictional and have no relation to real people or organizations.



INTERMISSION



Map Select: Select a map.

Deck Editor: Edit your card decks.

Card Shop: Use points to buy or sell card packs or single cards.

Options: Change options.

MISSION START

Select a map and the mission objective is displayed and the mission starts.

MISSION

Control the player character(s) and attempt to complete the mission.

MISSION COMPLETE

Fulfill the conditions required to complete the mission and the RESULT screen appears. The number of points and number of cards you receive depends on your performance.



PLAYER TURN

Card Draw: You draw from your deck each turn.

Move: Almost every card can be used to move.

Equip: For an EQUIP card that has an effect once equipped.

Use Card: Use the individual effect of the card. This applies only to a USE card that has an effect when used.

END

End the player's turn.

EQUIPMENT

View your equipment slots and delete equipment.

DISCARD

Discard two unwanted cards and draw two new ones.

GUIDE



View instructions and advice for play.

SYSTEM

Mission: Check the mission details.

Switching: Switch to Solid Mode.

SOLID MODE

Save: Interrupt gameplay and return to the title screen.

Return to Intermission: Exit the mission and return to the intermission.

ACTIONS DURING MOVEMENT

CQC

Punch (▲+● button)

Launch a close-combat attack against a nearby enemy. Can only be used once per turn.



Knock

Knock (Ⓢ button)

When pressed up against a wall, knock your hand against it to create a sound and lure enemies.

ENEMY TURN

* Card draw * Move * Equip * Use * Discard * Punch

* Call for backup via radio if player is seen

THE GAME SCREEN

The cost and order in the status window change each time a move is made. The higher the order, the more moves you can make, so it's important to pay close attention to the status window.



01. LIFE GAUGE

If a character's LIFE gauge is reduced to 0, the character becomes unable to continue the mission (the player is OUT OF ACTION).

02. DECK

Remaining cards and total cards in your deck.


03. EQUIPMENT SLOTS

Icons display your equipped items. Use the EQUIPMENT option on the command menu to view equipment information and unequip items.

04. STATUS WINDOW

- Number of cards in hand
- Current cost
- Order

05. CARD WINDOW

Displays the currently selected card. Press the  button to view further information about a card.

06. HAND

The cards you can currently use (up to 6 cards).

07. CARD USE SELECTION WINDOW

Select how to use the card.

Use: Use the card's effect immediately.

Equip: Equip to an equipment slot.

Attach: Attach to equipment in an equipment slot.

Move: Use the card to move.

PLAYER ACTIONS I



TURN

The game is played out as each character, enemy and ally alike, takes turns to complete actions. The REST number is the maximum number of cards a character may use during their turn. Once a character's turn ends, it becomes the next character's turn.

COST

Actions and cards are all assigned a value called "Cost" that represents a length of time. The higher the total Cost of a character's actions, the longer it takes for his/her turn to come around again. Cost is calculated when a character acts. At the end of a turn, the same amount is deducted from all characters' Cost, and the character whose Cost reaches 0 moves next. So, the higher your Cost at the end of your turn, the longer it takes for you to move again.

Actions that are not attributed to cards have the following cost value.

Punch	Cost 4
--------------	--------

Discard	Cost 6
----------------	--------

End without using a card	Cost 4
---------------------------------	--------

Note: If you use up every card in your deck, then it will be refilled for Cost 10.

Cost can be reduced by using cards. One of the keys to completing a mission successfully is keeping Cost as low as possible. Sometimes, the best strategy may be to end your turn, even if you have REST remaining.

CARDS

CARD DATA



Card name: Each card has its own name. Cards with the same name are duplicates. Only a certain number of duplicate cards can be added to any one deck.

Simple card description: Describes the card's function and statistics, as well as any other pertinent information.

Cost: The amount of COST required to utilize the card.

Linkage mark: Some cards include a Linkage mark, which changes their methods of activation (see Page 13).

CARD TYPES

WEAPON

A weapon card. A USE type can be used immediately, and an EQUIP type must be equipped and loaded with ammo of the correct caliber (which requires a separate WEAPON card) before it can be used.

ITEM

A card that heals or supports movement. Some are USE cards, and some must be combined with pre-equipped EQUIP cards.

ACTION

A card that performs a special action. Some are USE cards, and some must be combined with pre-equipped EQUIP cards.

CHARACTER

A card of a character from the Metal Gear series. Each has its own unique effect.

SUPPORT

A card that avoids or supports attacks. Some are USE cards, and some must be combined with pre-equipped EQUIP cards.

TRAP

A card that places a trap in the block in which the user is located. The trap can be disarmed by an area attack.



New Feature – Linkage: If you have a card with the Linkage mark, it is activated automatically under certain conditions (see below).



Linkage is activated...


- When your character attacks
- When your character is attacked
- At the start of your character's turn
- When another Linkage is activated

USING CARDS



Card Draw: You draw two cards from your deck at the start of your turn.

USING CARDS

Move: Your movement range is displayed. Move within the available range. Use the directional keys to move to your destination. Press the  button to switch between standing and crawling. When crawling, it is possible to hide beneath trucks and in other concealed areas. To press up against a wall, push the directional button that points toward the wall. The directional buttons will also allow you to climb up or down a ladder. Almost every card can be used as a movement card. A regular card provides 3 blocks of movement, while some movement cards allow for movement of 4 or more blocks.

Equip: Equip to your EQUIPMENT in the top right.

The cursor will move to EQUIPMENT. Select the location to equip the card to.

Use: Activate the effect of the card.

Discard: Discard 2 unwanted cards from your hand and draw 2 new cards. (Cost: 6).

Equipment: Check your equipment slots and un-equip unwanted equipment.

EQUIPMENT

Equipment is divided into weapons and other types of equipment.

Your equipment space can be expanded up by using "EQUIPMENT LV.2" and "EQUIPMENT LV.3".



Non-weapons: These are activated by equipping. Some types are automatically activated when you are attacked. The chance of such an item's activation is indicated by its REA ("reaction").

Weapons: Weapon cards are EQUIP cards. In most cases, two cards are required to fire an EQUIP type weapon. Each gun card has a caliber on it. Although there are some exceptions, most guns will only fire the specified caliber of ammunition. To use the weapon, equip it (so it appears under EQUIPMENT) and then place ammo of the correct caliber over it. The message "LOADING" appears. Select OK to arm the weapon. Some weapons allow you to counterattack enemies automatically if you are attacked.

Weapon Attachments: Add effects such as "roll" to already-equipped weapons.

Each card has one of three rarity ratings: Normal (lowest), Silver, and Gold (highest). The rarer the card, the more helpful its effects are.

REACTION

Sometimes an equipped item is automatically activated when an enemy attacks. This is called Reaction. The REA value of a card is the chance of Reaction. After a Reaction card is activated, in most cases, it is discarded as a used card.

COUNTERING

Equipped weapons may also automatically counterattack an attacking enemy. This is called Countering. Reaction/Countering moves do not increase Cost.

INTERFERENCE



Equipped cards affect other cards around them. This effect is displayed by the colors along the top, bottom, left and right of the equip icon. The meaning of each color is as follows:

Red – “Attack + 10” and “Defense – 10” to adjacent cards

Blue – “Attack – 10” and “Defense + 50” to adjacent cards

Green – “Reaction rate + 10%”, “Attack – 5” and “Defense – 5” to adjacent cards

Yellow – “Accuracy + 10%” to adjacent cards

Clever use of Interference can greatly increase the attack power of your weapons.

OBTAINING CARDS

1. Cards can be purchased from the CARD SHOP during an intermission.
2. Cards are awarded according to your performance after clearing a mission.
3. Cards can be obtained from item boxes on the map.

Newly obtained cards are placed in your card stock. To use them, you must add them to your deck using the DECK EDITOR.

MOVE

Select a card and select MOVE to move your character. The following actions can also be performed while moving:

Press a directional button to move in that direction.

ROTATE CHARACTER

Press the **▲** button to enter the Rotate mode, which allows you to rotate your character (i.e., turn him in a different direction) without moving from your position. Use the directional buttons to select a new direction and press the **▲** button again to confirm it. You can also hold the **▲** button down and press a direction key to rotate your character. In Locate Enemy Mode, each change of direction increases Cost by 1.

Press a directional button to face that direction.

CLOSE COMBAT



Close combat is possible if you are facing an adjacent enemy. Press the **▲** button to enter the Rotation mode, then press the **⊙** button to perform a close combat attack. You can only use one close combat attack per turn. A close combat attack increases Cost by 4.

CRAWL

While moving, you can switch your stance between standing and crawling by pressing the **⊙** button. Your range of movement when crawling is half of that when standing (fractions are rounded up).

ELUDE (HANG DOWN)

If you have an Elude-capable card equipped, you may hang from specific locations for a set period of Cost. From the elude position, you can either climb back up or to drop down.

To hang down, press the directional button that points toward a location where hanging is possible.

PRESS UP AGAINST A WALL



If you move toward a wall, you can press up against it. Pressing up against a wall in Locate Enemy mode extends your character's visual range around the wall.

To press up against a wall, press the directional button that points toward the wall.



KNOCK

When pressed up against a wall, press the **□** button to knock on the wall and make a sound. This can be used to lure enemies to that location.



SURPRISE ATTACK

If you select a single-target gun when pressed up against a wall, you can also attack enemies around the corner, catching them off guard. Enemies cannot perform a Countering action against surprise attacks.

QUICK MODE

Press the **△** button during the enemy's turn to enter Quick mode. A >> mark appears. Quick mode lasts until it is your turn again.

During Quick mode, enemies make their moves much more quickly than normal.

You can also make Quick mode the default mode on the Options screen during the Intermission.



AERIAL CAMERA VIEW

Press the **△** button when selecting cards to switch to the aerial camera view. You can move the aerial camera around using the directional buttons. If you center the screen on an enemy, information about that enemy is displayed. While enemy information is being displayed, the enemy's visual range is indicated in blue on the map.

INFILTRATION PHASE

This is the phase of the game when you have not been spotted by enemies, surveillance cameras, or anything else. During the Infiltration phase, enemy soldiers generally patrol a fixed route. Enemies use both their eyes and ears to search for intruders, and constantly check for anything suspicious on their patrol route.

If enemies hear a sound in the Infiltration phase, they leave their patrol route and head to the source of the sound to investigate. If the source of the sound checks out clear, they return to their patrol route.

If you are discovered by enemies in the Infiltration phase, they use their radio to call for reinforcements, and the game enters the Danger phase after the elapse of a certain amount of Cost after the call. Also, if you are spotted by a surveillance camera or an enemy hears an explosion at close range, then the game instantly enters the Danger Phase.

Making a noise to lure enemy soldiers toward you is a vitally important technique.

DANGER PHASE

Once you've been seen by an enemy soldier or camera, the game enters the Danger phase. Enemies, including reinforcements, now attack the player. Remaining undiscovered by the enemy for a certain period of Cost decreases the ALERT gauge. Once it reaches zero, the game enters the Evasion phase.

EVASION PHASE

Evasion phase begins once the enemy has lost sight of you. However, they will continue to search the surrounding areas.

Remaining undiscovered by the enemy for a certain period of Cost decreases the ALERT gauge. Once it reaches zero, the game enters the Caution phase.

CAUTION PHASE

During the Caution phase, the enemy patrols more carefully than during the Infiltration phase. In some instances, reinforcements are called in. Remaining undiscovered by the enemy for a certain period of Cost decreases the ALERT gauge. Once it reaches zero, the game returns to the Infiltration phase.

CHARACTER STATES

ENEMY

Different marks indicate different enemy situations.

White ! Appears when the enemy has seen a player character from a distance. Also appears when the enemy hears a noise or anything else that suggests a player character may be nearby. In this state, you have not yet been discovered, but the enemy will investigate the suspicious area.

Red ! Appears when you have been discovered.

? Appears when the enemy has lost sight of you. After this, the enemy returns to patrolling.

EMERGENCY

Appears when the enemy is calling for reinforcements by radio. After a certain Cost passes, the radio message ends and the game enters the Danger phase. If you defeat the enemy before they complete the radio message, the game enters the Caution phase rather than the Danger phase.

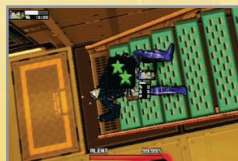
STATUS IMPEDIMENTS

Status impediments are displayed above the effected character's head.



SLEEP

Sleep is caused by the "Sleep" effect. The icon ZZZ appears above a sleeping character's head, and the character is immobilized until a certain amount of Cost passes.



KNOCKOUT

If a roll reduces a character's hand of cards to 0 or less, the character is knocked out and cannot move. The character recovers after a certain amount of Cost passes.

BLEEDING

Bleeding inflicts 5 damage units per Cost while in effect, up to a maximum of 50 damage units. Damage is calculated during the character's turn.



BURNING

The "Burn" effect can set a character on fire. Burning inflicts 10 damage units per Cost 1 during his/her turn. A burning character is extinguished upon moving 5 blocks. All characters adjacent to a burning character will also start to burn.



BLINDED

A character too near an exploding fire extinguisher is blinded. Blinding makes an enemy lose his sight and prevents a player character from reading his cards, which turn white. In the Locate Enemy mode, a blinded player character loses his sight.



COVERED IN OIL

If you try and cross a patch of oil, you trip and become covered in oil. When covered in oil, being shot causes you to catch fire. Being covered in oil also reduces your range of movement and prevents you from reading your cards.

MAP SELECT (EXTRA MISSIONS)



Select the next map to play.

Highlight the map you want to play with the cursor and press the **○** button.

The mission starts. Select one of the following options;

- Story Mission:** Proceed through the story.
- Extra Mission:** Play a mission unrelated to the story and earn points.
- Trial Mission:** Play a mission unrelated to the story and earn points. You use a preset deck. The amount of points received is reduced for replaying missions you have already cleared.
- Special Mission:** Play a mission unrelated to the story and earn points. These are harder missions created specifically for each stage. Points received are reduced for replaying missions you have already cleared.



Buy and sell cards.

In the card shop, you can use the points you earn by completing missions to purchase card packs. A card pack contains three cards. A completely random combination of cards is automatically selected each time you purchase a pack. Card rarity makes some cards harder to obtain than others.

At the start of the game, you can only purchase one type of pack, but as the story progresses, other types of packs become available.

The types of packs available determine the cards you can potentially receive.

Singles: Purchase cards one by one from those on display. Each time you complete a mission, one displayed card changes.

Sell: Sell cards from your stock. You cannot sell cards in your deck. You must remove cards from your deck to sell them.

DATA SAVING

Save the game (up to 10 saves).

Select the location to save and press the **○** button.

Select "DELETE DATA" to delete save data.

OPTIONS

Skip Movie: Toggle movie skip (applies when using character cards) between ON and OFF.

Quick Mode [always]: Toggle permanent quick mode between ON and OFF.

Edit cards in your stock to create a deck. The edited deck is used in your next mission.



01. IN DECK:

Edit your current deck.
directional buttons ← and →: Increase or decrease number of cards in deck.

02. ID

Arrange cards in ascending order by number.

03. COST

Arrange cards in ascending order by cost.

04. CATEGORY

Arrange cards by category.

05. LIBRARY

Arrange all cards by number.

06. AUTO

Create a deck automatically.

07. UPGRADE

Power up cards.

1. Use the cursor to highlight the category to edit, then press the **⊙** button.
2. Use the directional buttons **↑** and **↓** to highlight the card you wish to enter into the deck, then press the directional button **←** to add it to your deck. Press the directional button **→** to remove a card from your deck.
3. The number of cards of each type that you can add to your deck is predetermined.
4. You must have at least 30 cards in your deck. The upper limit changes as the story advances.
5. You must edit the decks for each player character separately. Press the **⊙** button to change the character deck you are editing.

Press the **⊙** button when editing a deck to view card details.

SOILD EYE TOBIDAC!D


Attach the included "SOILD EYE TobidaclD" (aka "Solid Scope") device to your PSP™ system unit to view 3D images. You can also play the game in 3D mode.

TOBIDAC!D THEATER


Some cards come with 3-D footage for you to watch.

You can view this footage in the TobidaclD Theater.

When the Solid Scope unit is attached, some images appear in 3-D.

Select a card to view, and press the  button to play the movie.

3D MODE

During the game, press the  button to open the command menu and select SWITCH SOLID MODE ON/OFF under SYSTEM to change to the 3-D mode. The 3D mode ends when you reach the intermission.

***Note:** Please read the CAUTION instructions, page 31, before using the Solid Scope.

LINK BATTLE & ARENA

The Link Battle mode allows two players to go head-to-head using the PSP™ system's wireless Ad hoc mode. (Turn the Wireless LAN switch on the left side of the PSP™ to ON when using this mode.) Each player is given a target to protect. The battle is won by either knocking all opposing player characters out of action or destroying all of their targets. You cannot win cards in link battles, but you are awarded points for winning.

Note: Some cards cannot be used during a link battle. The communication functions of this product use software developed by NetBSD Foundation, Inc. and its associates. For more details, please see: <http://www.scei.co.jp/psp-license/pspnet.txt>.

To enter the Link Battle mode, select UNK BATTLE in the intermission, then select an opponent.

LINK BATTLE - SPECIFIC RULES

You cannot attack your opponent on the first turn.

VICTORY CONDITIONS

Either destroy all of your opponent's targets or knock all of your opponent's characters out of action. After the Cost limit is up, the player with the most total life and targets points is the winner.

ARENA

In this mode, you fight bosses from the Metal Gear series under Link Battle rules. A victory allows you to take on more powerful bosses next time.

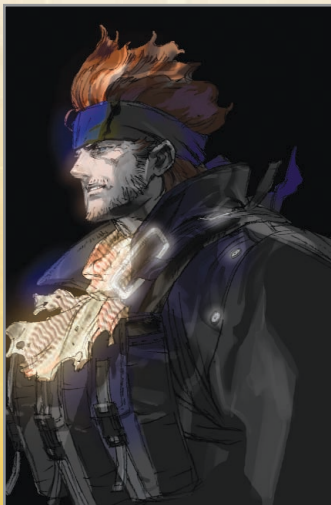
Select ARENA from the title screen, then select the save data.

THE ARENA SCREEN

Start: Begin arena mode.

Difficulty Select: Select difficulty.

CHARACTER INTRODUCTION



Snake

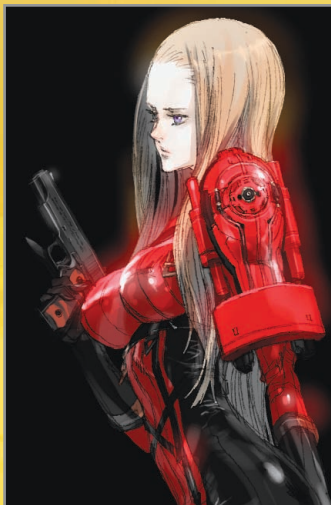
Age and nationality unknown.

He fought in the Resistance for unknown reasons, but was captured by the FBI and forced to take part in this mission. He has fully developed combat skills from his long career as a mercenary and is adept with all kinds of firearms.

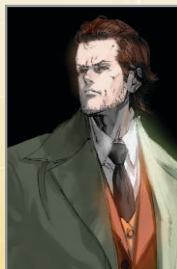
Venus

Age and nationality unknown.

A female soldier who reports to Wiseman in the Ministry of Defense. She is sent in to contain the chaos at Stratelagic Corp. She has no reservations whatsoever about lying or killing. In fact, she seems incapable of understanding the concepts of right and wrong and exhibits absolutely no interest in interacting with others.



CHARACTER INTRODUCTION



Dalton

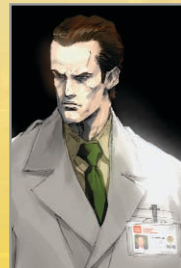
American, 35 years of age. FBI agent.

Agent Dalton has arrested Snake and forced him to help in the investigation of Stratelagic. He believes that, at times, the law must be bent a little in order to protect it. Although he would never admit to it himself, he is actually quite a passionate person.

Wiseman

Ministry of Defense, 46 years of age

A hard, cold man who makes no attempt to hide it. He hates inefficiency and believes that the ends justify the means. He requisitions Dalton's ship under the pretense of putting down the chaos at Stratelagic Corp., but appears to have ulterior motives.



Vince

Age and nationality unknown.

Head of security at Stratelagic Corp. This former career soldier brought some of his military buddies with him when he joined the company. The consummate professional, he does whatever he's paid to do, no matter who the client may be. He leads the company's attempts to cover up its problems. He carries rockets with payloads modified for antipersonnel use.



Dr. Takiyama

A scientist at Stratelagic.


Working under Dr. Copsorn, she directs surgery on the "subjects" used in the project. Her job means everything to her, and she has no social life outside of the laboratory.



Using a USB cable (sold separately), you can connect “METAL GEAR SOLID 3 SUBSISTENCE” (“Subsistence”) on the PlayStation®2 computer entertainment system and METAL GEAR ACID 2 (MGA2) on the PSP™ system to do the following:

Transfer 3D photos
View 3D photos
Save and delete 3D photos

3D PHOTOS

1. Connect your PlayStation®2 and PSP™ via USB A/mini B cable.
2. Load MGA2 in the PSP™ and select MGS3 SUBSISTENCE LINK from the title screen. The waiting screen appears.
3. Load Subsistence in the PlayStation®2 and use the camera item collected in the main Subsistence game. The message “ACID2” appears on the Subsistence game screen when connections are complete.
4. Take a picture with the camera. A 3D photo is sent to MGA2.
5. Press any button on the PSP™ to proceed to the Save screen. Select “Save” to save the image to the Memory Stick.
6. To view the saved 3-D photo, press the  button on the waiting screen. Some cards can be obtained by entering a password.

Before using the three-dimensional scope attached to “SOLID EYE” (hereunder, Three-dimensional Scope), please be sure to read the precautions below and how to use the Three-dimensional Scope in a safe manner.

Please only use the Three-dimensional Scope when the instruction to do so appears on the screen. If you start to feel sick or your eyes become strained, please refrain from using the Three-dimensional Scope.

Children under the age of six years old should not be allowed to use the scope.

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CONSUMER SUPPORT

If you feel stuck in the game, or just need a boost, don't worry!
You can call the Konami Game Hint & Tip Line for help on many Konami games.

Konami Game Hint & Tip Line: 1-650-801-0465

Hints are available 24 hours a day. Availability is subject to change.

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