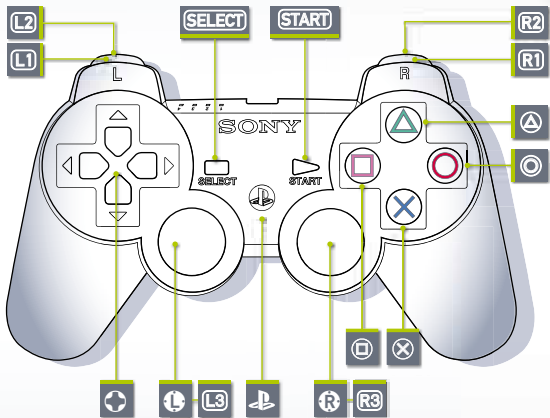


# BASICS

## COMMANDS

### PLAYSTATION 3 CONTROLLER

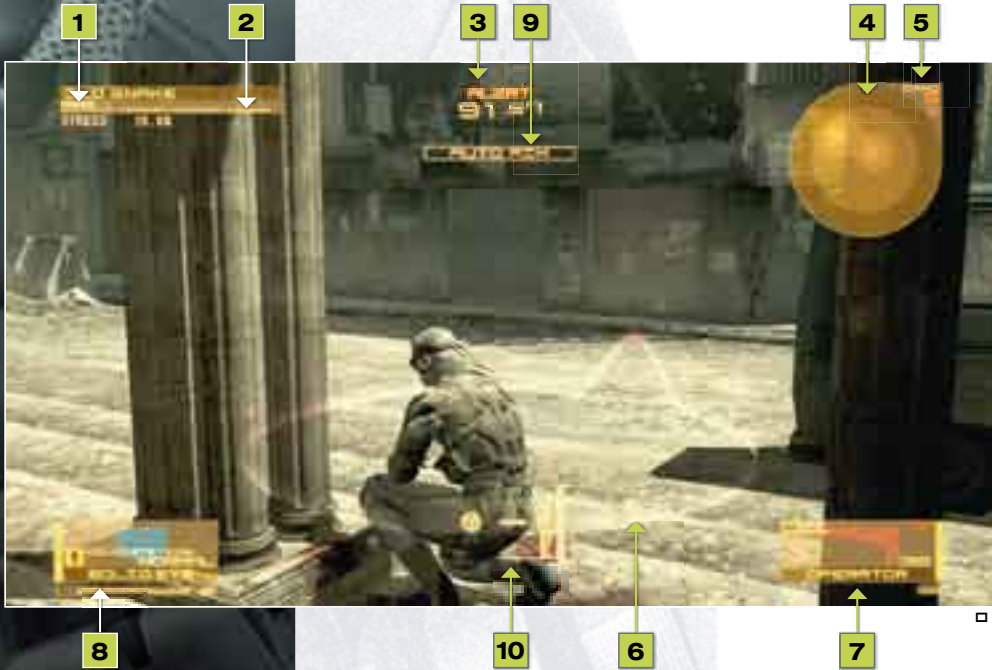


COMMAND	MENUS	GAMEPLAY
1	Scroll through menus	Move Snake (press lightly for a slower, quieter pace, firmly for maximum speed)
2	Scroll map	Move the camera/crosshairs
3	Scroll through menus	Zoom in and out while using a scope or the Solid Eye's Binos mode; lean slightly left or right in FPS mode (standing/crouching posture only), or while using Binos
4	Confirm selection; swap weapon in Weapons menu; swap item in Items menu	Crouch (short press); crawl (long press); roll (while running)
5	Back	Reload; disable animation/audio track and skip to next dialogue caption (Codec conversations)
6	Change map viewing angle in pause menu (where available); purchase ammo in Weapons menu	Context-sensitive moves (when 7 and action icon appear onscreen); FPS mode (when weapon is drawn); fast-forward Codec conversations
7	Remove weapon in Weapons menu; remove item in Items menu	Toggle Auto Aim on or off (if "Lock-On (Auto Aim) Settings" is fixed to "On" (in the Options menu)
8	Zoom in on map (where available)	Use weapon (with 9 held); CQC (weapon holstered)
9	Zoom out on map (where available)	Open in-game Weapons menu
10	View weapons/items in the respective menus View receipt in Drebin's shop	Aim weapon
11	Customize weapon in Weapons menu	Open in-game Items menu
12	Toggle between current position and objective location on map	Reset camera to forward-facing position; toggle weapon position (with 13 held; doesn't apply to knife)
13	-	-
START	Main Menu (at title screen)	Display pause menu; pause cutscenes (select "Skip" to end them); end Codec conversations
SELECT	-	Display controller configuration/activate Codec (if "SELECT" Button Function" setting in Options menu is fixed to "Use Codec")
PS	-	-

### ONSCREEN DISPLAY

The following annotated screenshot (Fig. 1) shows a typical gameplay screen.

- Life Gauge:** Represents Snake's physical wellbeing. An empty Life Gauge means Game Over.
- Psyche Gauge, Stress Percentage:** Represents Snake's psychological wellbeing. A diminished Psyche bar and a high Stress percentage will impair Snake's combat ability (particularly in terms of accurately aiming weapons).
- Alert Meter:** This appears when the enemy has spotted Snake and raised the alarm. The three stages are Alert, Evasion and Caution, with enemy aggression decreasing through each level.
- Solid Eye Radar:** Only available when the Solid Eye is active, this radar indicates the relative position of all living creatures or vehicles within a fixed radius. The brighter "circle within a circle" centered on Snake's position indicates how much noise he is making. A similar (though smaller) circle appears around moving entities – even incidental fauna such as rats and chickens. When the Solid Eye is not active, this display is replaced by a simple compass; the red circle that appears indicates the direction of the next objective.
- Camo Percentage:** Snake's current level of camouflage; the higher this is, the better. When potential assailants are distracted by current events in a particular area (for example, if PMC troops are engaged in open combat with local rebel forces), the text is blue. This usually indicates that detection is less likely. If they are actively scouring the environment for signs of movement, the color is orange – which is your cue to move with greater caution.



- Threat Ring:** Indicates the proximity and position of mobile entities (soldiers, vehicles, et al). The higher the "waves", the closer they are.
- Weapons Window:** Shows the currently selected weapon.
- Items Window:** Shows the currently selected item. If this item is battery powered, the Battery Gauge appears under this window.
- Auto Aim:** This text is displayed when Auto Aim is active.
- Special Action:** An icon appears in this area whenever you can press 6 to perform a context-sensitive action.



# USER INSTRUCTIONS

## INTRODUCTION

*Metal Gear Solid 4* is a complicated, feature-packed adventure, so we've gone to great lengths to design the sophisticated walkthrough it so richly deserves. We understand that you'd rather dive into the action than read what we have to say here, but trust us: less than five minutes of your time will help you to get the most out of both this chapter and the game itself.

In the (very likely) event that we have a tenuous grip on your attention, we'll begin with the most essential facts.

- Metal Gear Solid 4* is divided into five "Acts", and so is this chapter. We include a large overview map at the start of each Act, with the box outlines detailing the sections that are covered on the pages that follow.
- In the walkthrough, **left-hand pages** feature magnified, annotated map portions, accompanied by screenshots and extended captions. We know that many players will want to complete their first *MGS4* playthrough without too much assistance, and these left-hand pages offer spoiler-free explanations, tips and general guidance.
- The **map portions** feature, among other things, the locations of all collectibles in each zone. However – and this is very important to know – *MGS4* occasionally adjusts the types of ammunition, items and weapons found in each location in accordance with the equipment you have in your inventory, and your chosen difficulty level. You'll almost certainly encounter slight variations as you play.
- Right-hand pages** feature detailed walkthroughs written for the Big Boss Hard difficulty level, but the advice offered is also applicable to the Liquid Easy, Naked Normal and (default) Solid Normal settings – you'll just encounter fewer potential enemies, and certain challenges may be less demanding than we suggest. It's actually impossible to unlock all secret features in *MGS4* during your initial run (see "First Playthrough"), but the tactics and strategies we offer are high-level techniques designed to help you achieve "perfect" completion on a subsequent attempt. That's not to say that you can't unlock some cool bonuses on your first sitting, though...
- There are occasional exceptions to the walkthrough format detailed above, but these are very easy to follow.

## FIRST PLAYTHROUGH

On your initial run through *Metal Gear Solid 4*, we strongly recommend that you just concentrate on having fun. Enjoy the story, use any weapons or tactics that seem appropriate, and feel free to make as much noise as you like when the urge becomes too great to resist. Once you've completed *MGS4* once, you can then try for a "perfect" playthrough. (If you're curious, the requirements for this are no Alert Phases, no continues, no kills, no health items, no "special" items, and a play time of less than five hours thirty minutes – and all on a difficulty level you can't actually access yet. Suffice to say, it's not something you're going to achieve straight away.)

We generally favor a pacifistic style of play with an onus on pure stealth in our main walkthrough, because this approach leads to the best post-game rewards. However, without revealing any spoilers, we should let you know that the requirements for certain unlockable features are extremely stringent: think in terms of "zero kills" and "no Alert Phases". Attempting to achieve either goal on a first playthrough is *not* a good idea, because you'll need to repeat both feats (and much more besides) to win the best post-game rewards and accolades at a later date.

ICON	REPRESENTS
	Your starting point(s) on each map
	Zone exit or mission objective
	Blocked path
	Ladder
	Turret
	Mortar
	Enemy presence indicators, from light to heavy
	Mines/traps
	Elevation indicators (upper/lower floor)
	Walkthrough waypoints
	Elevator

### Walkthrough: Left-Hand Page

This page offers basic tips to help you through each area of the game on your first sitting, accompanied by illustrative screenshots.

### Lettered Paragraphs

The core of the main walkthrough. As an aid to easy navigation, the letters used as headlines correspond with those that appear on each map.

### Tab System

The tab system on the right-hand side of each double-page spread is designed to help you find the required walkthrough section without skipping too far ahead – naturally, evil spoilers await for those who flick through the chapter indiscriminately...



### Map Section

The detailed map portions are extremely easy to use; "up" is always north, and the number above each one corresponds with the same portion of the overview map. Just in case you're confused by the presence of certain icons, we've prepared this short legend.

### Walkthrough: Right-Hand Page

Right-hand pages offer a detailed walkthrough with an emphasis on stealthy infiltration and avoidance. They also regularly feature box-outs marked "Alternative Strategies", "Secret", "Briefing" and "Flashback". The first is pretty self-explanatory, "Secret" indicates a hidden feature, "Briefing" is used to explain new gameplay elements, and the short "Flashback" paragraphs are designed to give a little background information and context when major characters are first introduced.

### Margin Notes

You can find notes in the right-hand margin of each right-hand walkthrough page. These reveal tips, tactics, hidden features and interesting observations.

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### ACT 1

### ACT 2

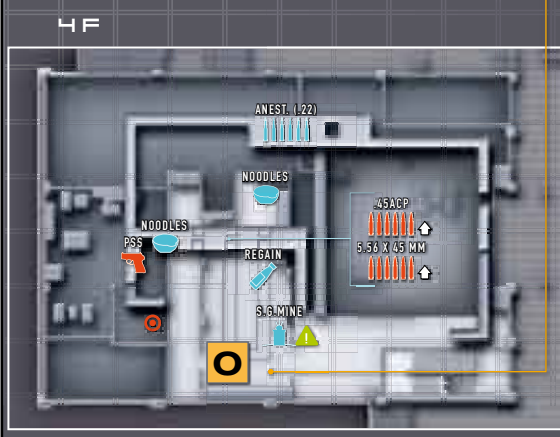
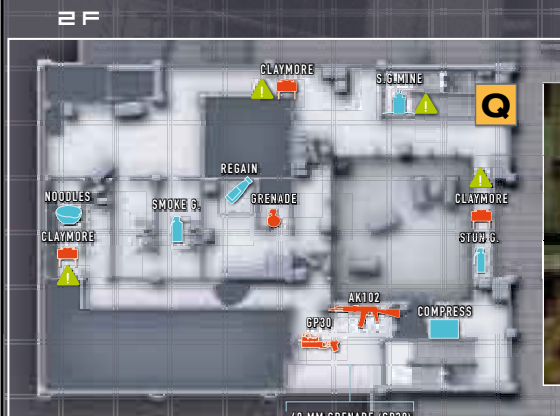
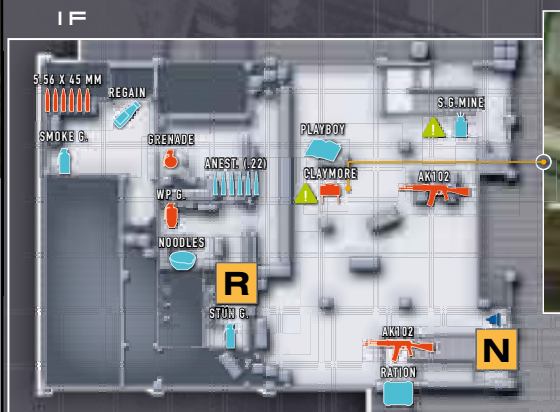
### ACT 3

### ACT 4

### ACT 5



## 7. MIDDLE EAST / ADVENT PALACE



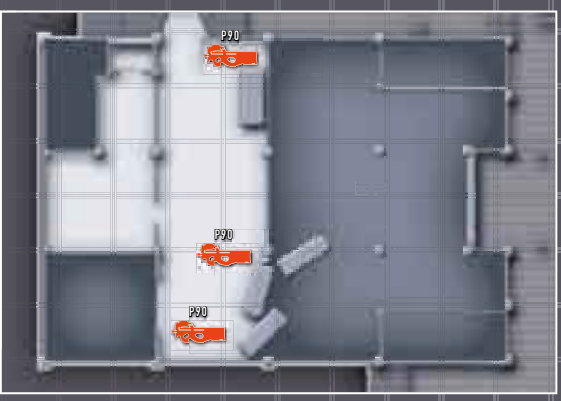
Your first goal is to reach the top floor of Advent Palace, and make your way over the roof to your rendezvous point. Despite the absence of assailants to avoid or engage, note that there are traps on every floor – including Sleep Gas Mines and, of greater concern, Claymores. There are plenty of useful objects in the deserted rooms and hallways, so you may want to explore every floor for collectibles.



Stay close to Rat Patrol as you fight to escape the Haven Soldiers – if you don't follow them, there's a danger that you might be surrounded by more opponents than you can comfortably manage. Furthermore, it's Game Over should Meryl or any of her squad members die, so be sure to contribute to the battle. When Johnny is knocked unconscious, approach him in a crouch-walk position and press when prompted to wake him.

### BRIEFING: HAVEN SOLDIERS

Liquid's personal soldiers, the Haven Soldiers (also known as Frog Soldiers, or simply "Frogs") wear powered armor suits that gift them with heightened resistance to damage and uncanny agility. When you fight them in groups, checking all surrounding walls is a tactical requisite – they can hold on to vertical surfaces or ceilings and launch surprise attacks at any time. Frog Soldiers usually wield the powerful P90 submachine gun, and are known to make use of flashbang grenades to stun their targets during assaults. Don't let them get too close – they can use a garrote to viciously choke Snake. Should this happen to you, follow the onscreen prompts to escape.



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□  
U

C  
III  
>  
II  
E



**N** Stealth isn't an issue in Advent Palace, so don't worry about how much noise you create. However, there are several traps positioned throughout the building, and some are pretty cunningly placed. As primed explosives aren't highlighted by the Solid Eye, you should be especially vigilant. You may even prefer to activate Night Vision mode, which makes the devices clearly visible. You can safely collect primed explosives of all varieties by either defusing them with Metal Gear Mk.II, or by crawling over them. Any traps dealt with in this manner are automatically added to Snake's inventory. (Note that the infrared beam trap located in one corridor cannot be disarmed; disregard this completely for now.)

Your objective point is on 4F and, though some routes are blocked, it's really not hard to get there – use the staircase at the north-east end of the building to reach 3F, then head for the stairs in the south-east corner to reach 4F. Once you arrive, head into the bar and collect everything you want; to trigger the next cutscene, enter the corridor beyond. Oh, and ready a few suitable weapons beforehand...

**O** The Haven Soldiers launch their assault immediately after the conclusion of the cutscene. As with all human assailants, headshots work best; players aiming for a no-kill playthrough should be pleased to learn that the Mk. 2's anesthetic darts work perfectly well against them. From behind the bar counter (or, if you prefer, a prone position to the side of it), aim for headshots until you defeat the initial attack wave. Follow Rat Patrol downstairs when the coast is clear.

**P** Prepare for another batch of assailants to attack from the opposite balcony when you reach 3F. When Rat Patrol move into the diner area, be careful not to be left behind. Your party will now be attacked from both sides – from the area you just left, and the kitchen area ahead. To best protect your companions, it's sensible to first neutralize the Haven Soldiers attacking from the rear, then follow your associates through the restaurant area. If you stay low, only popping up to fire when you have a clear shot, you'll find that Meryl and her squad do a pretty good job of clearing the way forward (or, at least, drawing attention away from you). Your assailants will usually stay within the kitchen area, but it's prudent to watch the Solid Eye radar – you may be attacked from a different doorway.

**Q** Haven Soldiers attack from both balconies when you reach 2F, which can prove problematic. Stay low and disable a few on the upper level first, then deal with those on your level when there's less danger of being shot at from above. Again, Rat Patrol moving forward is your cue to follow.

When Johnny is knocked out, approach him in the crouch-walk pose and press to wake him. This part of the fight can be particularly nasty on the Big Boss difficulty setting; within such close confines, and with Haven Soldiers approaching from the newly-formed hole in the wall and the route behind you, it's hard to know which direction to defend. The trick, we found, is to concentrate on one area in particular. However, note that Haven Soldiers will jump from the elevator shaft if you defend the rear, which can be an unpleasant shock if you don't expect it.

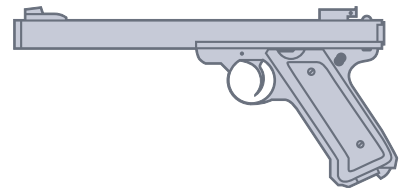
Check the immediate area for survivors, then follow Rat Patrol through the hole in the toilet wall. Once Johnny disables the infrared beams, roll over the gap in the floor to reach a secret cache of items, including a GP30 grenade launcher add-on for the AK102. When you're ready, drop down to continue the fight.

### FLASHBACK: MERYL SILVERBURGH

Daughter of Roy Campbell, Meryl met (and, indeed, assisted) Snake during the Shadow Moses Incident. She later enlisted in an organization dedicated to monitoring Private Military Companies, and became the leader of Rat Patrol Team 01: a special unit composed of her, Jonathan, Ed and Johnny.

**R** The battle on 1F takes place with Snake and Rat Patrol situated behind a counter, and Haven Soldiers on the other side. It's actually easier to operate from one of the two rooms, firing through the doorway rather than struggling to pick shots from an awkward crouching position – though be careful not to hit your allies as they move back and forth.

When the last Haven Soldier falls, grant yourself the luxury of a big sigh of relief. Drop down into the basement via the lift shaft, collect the items down there and head up the rubble slope to continue.



### SECRET: FROG SOLDIER DOLL

If you defeat the Haven Soldiers without recording a single kill, you can find the exclusive Frog Soldier Doll in the small Advent Palace Garage area (the last part of Advent Palace before you exit to Crescent Meridian). Though winning the battle with the Mk. 2 pistol alone is challenging, it's an eminently achievable feat. The Frog Soldier Doll will appear on the upper deck of the NOMAD in all subsequent Mission Briefing cutscenes.

### FLASHBACK: THE PATRIOTS

An organization thought to have been founded in the early 1970s, The Patriots is a secret committee believed to wield an enormous, practically unchecked degree of influence (though some theorists say "control") over world governments and major corporations.



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There is an air duct entrance on 4F (it's just to the right of the bar entrance) that Snake can crawl through, but trust us – it takes an absolute epoch to explore it in this fashion. Instead, use Metal Gear Mk.II to zip through and pick up the collectibles inside, including the useful PSS silenced pistol. You can actually crawl through the air duct to ambush the Haven Soldiers on 3F during the battle to escape, though this is something that only experienced players should attempt.

Ed and Jonathan are named after the two principle protagonists in *Policenauts* – a 1994 Hideo Kojima adventure that, lamentably, was never given an official release outside Japan. The names Meryl Silverburgh and FOXHOUND were also first used in that game, and miscellaneous references to it abound throughout the *Metal Gear Solid* series – particularly MGS4.



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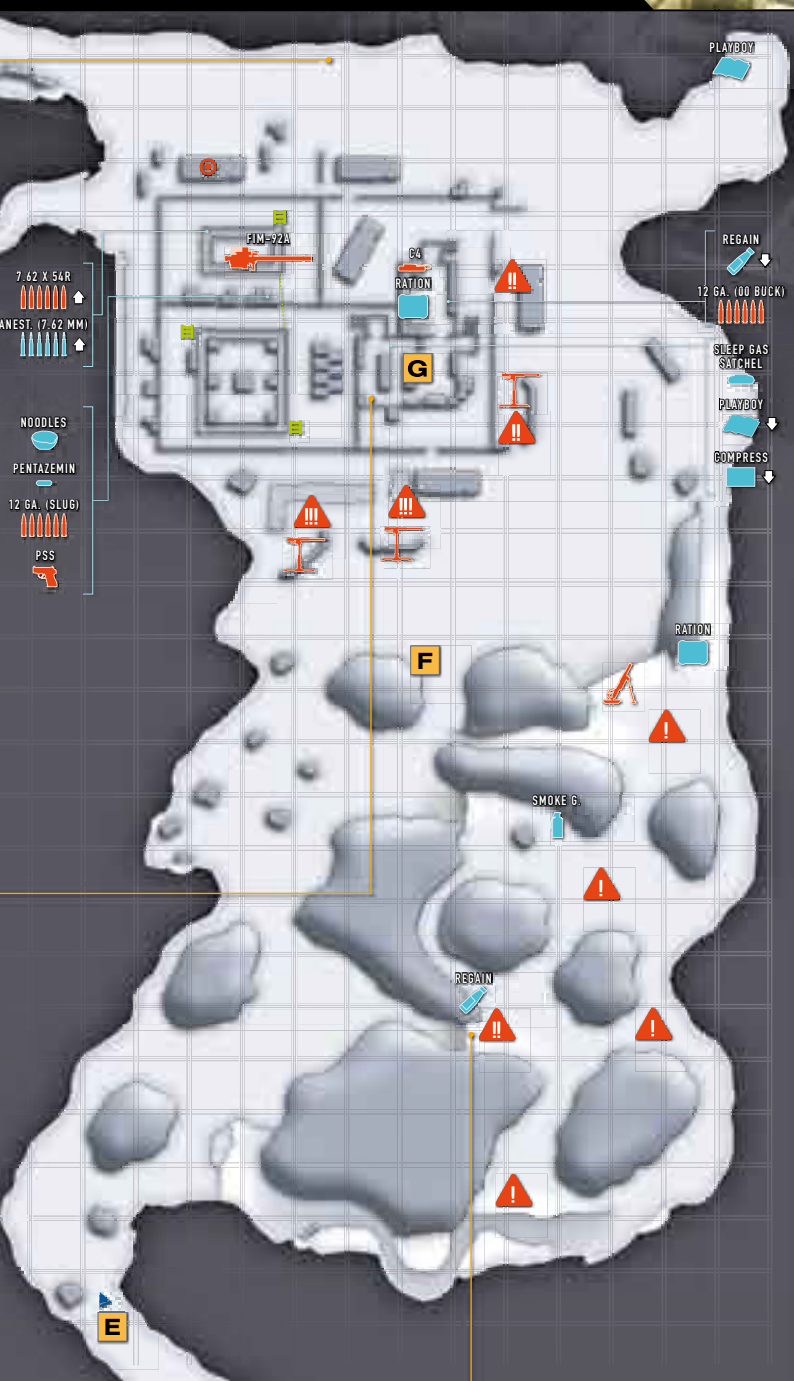
ACT 4

ACT 5

If you can collect the machine guns dropped by the warring factions – particularly the PKM carried by the rebels, and the M60E4 used by certain PMC troops – they'll come in very handy in a forthcoming battle. There's also a rebel armed with a M72A3 anti-tank rocket launcher attacking from the east side of the base.

If you're on a speed run, there's no need to wait until the rebels beat the PMC forces – just blow the control panel, then make a dash for Drebin's location at the northeast of the facility. Rebel control will be established by the time play resumes.

3. SOUTH AMERICA / POWER STATION



There's a break in play for a lengthy cinematic interlude when you approach the rusty Stryker in the north-west corner of the map, just outside the power substation's walls. It's followed by a checkpoint.

There are some useful items inside the buildings, so it's worth the risk of sneaking in – the entrance on the east side is usually the safest. If there are soldiers guarding it, you can hide underneath the nearby truck until either they move on, or you silently neutralize them. While you're there, don't forget to destroy the control panel pictured here.

There are two ways to approach the power transmission substation. You can go straight ahead, and attempt to sneak past the PMC machine guns raking the no-man's land in front of the south wall, or head right to access the hill area. The latter path brings you into contact with enemy soldiers, but going up there enables you to pick off the two PMC snipers terrorizing the rebel forces below. It also offers an excellent overview of the battlefield.

**E** Crawl on the path near the rock wall to the left when the rebels begin their attack. From there, continue forward in the shadow beneath the rock overhang, being careful not to attract the attention of the PMC snipers. Follow the narrow path ahead until you reach a grassy mound. Pause here and observe the battle. As you can see, PMC soldiers are raking the field in front of the power transmission substation with a wall of bullets fired from two fixed gun emplacements. To avoid incidental injury, crawl over to the path on the right, and follow it until you see a fallen log; this should provide sufficient cover. Crawl into the grass on the right as soon as it seems safe to do so.

**F** If you observe the terrain ahead, you'll notice strips of grass that lie between two trees. You need to creep through this area cautiously until you reach the second tree. Pause and watch the PMC soldiers. There should be one (perhaps two) stationed on the east side of the substation, not far ahead from your position. When these are killed, reinforcements arrive from inside the facility to replace them. The challenge here is to watch carefully, and use the Solid Eye radar to correctly judge the best moment to break from cover; use the Mk. 2 to accelerate this process if you wish. When the path is temporarily clear, crawl forward on the right-hand side of the sandbag wall until you reach the truck. Hide underneath it for a moment, then crawl through the opening in the wall, and turn left to clamber up the short set of steps leading into the station. Check the door to your right (there may be PMC soldiers in that room), and slip by to the left once you're sure that no one is looking your way.

**G** You're now in the main transmission substation control room. Generally, on a stealth playthrough, you can lie in wait here for rebel forces to blow the control panel (shown on the left-hand page), which disables all power in the facility and usually spells the end of PMC resistance. If you're keen to expedite the process, which can take a while, you can perform this act of sabotage yourself. Head over to the Stryker behind the power station to initiate a cutscene with Drebin when the coast is clear. You'll reach a checkpoint when it ends.

SECRET: DISABLING THE SUBSTATION

The destruction of the control panel inside the substation cuts off all electricity transmission, and adds unrelenting momentum to the rebel attack – once it blows, their victory in this zone is assured. This has a profound effect on what happens after you trigger the next cutscene (and checkpoint) by approaching the north-west corner of the map. If the substation is sabotaged (either by you or the rebels) before you meet Drebin, all PMC forces are removed from the Power Station and Cove Valley Village zones. If, however, the substation is still active when the cinematics begin, all rebel forces are removed from the area, with an increased PMC presence instead guarding both zones. Naturally, the latter scenario makes things more complicated and reduces potential rewards.

A secondary benefit of disabling the power station is that it allows access to a secret area. From the control room, head out to the enclosure just beyond (it's the south-west section of the facility) with a large metal structure at its center. Climb the ladder to reach the upper level, then approach one of the two heavy wires that link it to the adjacent pylon. Use to jump over the edge of the barrier, then traverse along one of the wires until you are suspended over the walkway on the pylon; press to drop down. Check your Psyche gauge before you attempt this – if it's low, Snake's grip gauge will be reduced during the climb, which may not give him sufficient time to reach safety.

The treasures in this secret area include a valuable Rifle Scope, FIM-92A surface-to-air launcher, and a PSS silenced pistol in addition to a few boxes of useful ammunition. To reach the Pentazemin collectable on the high boxes at the back, simply perform a forward roll from the nearby rusty crates; from there, you can hop over the wall to return to your starting position.



ALTERNATIVE STRATEGIES

As sneaking through the lower east side of this zone on the approach to the substation is pretty simple, visiting the raised area to the west is only necessary or appropriate if you're looking to get directly involved in the battle.

If you're keen to try the alternative scenario that ensues when the rebels fail to gain control of the area (see "Disabling the Substation"), there is a short-cut to the meeting with Drebin. When you reach the grassy mound mentioned at point **E**, you can actually move to a path that runs alongside the left-hand side of the area. You can follow this all the way to the side of the substation with little chance of discovery, though you'll need to be cautious as you pass the nearest turret. Drop into the trench as you round the corner, then make your way to the end to trigger the cutscene.





## WEAPONS

The following tables present a detailed breakdown of the most important characteristics for each weapon type available in the game. The basic structure of each table is easy to follow, but these explanations will help to make everything clear.

### Weapon ID rows:

Weight: The precise weight of each weapon in kilograms.

Range: A weapon's maximum operational distance, expressed in meters (1 meter equals approximately 3.3 feet).

Power: Expresses the raw potency of each weapon type. This only applies to "primary fire" functionality (in other words, not to custom attachments), and often decreases with range. You can find a graph that illustrates this for each armament type in the in-game Weapons menu.

CQC Compatibility: Indicates if Close Quarters Combat moves are possible when the weapon is equipped. As a general rule, you'll enjoy access to the full range of CQC moves while holding a pistol; with compatible rifles, your options are understandably limited.

Firing Modes: When a weapon has more than one firing mode, these are indicated by one star for single shot, three for burst fire, and five stars for full automatic.

### Ammo rows:

Ammo Type: The category of ammo used by the weapon.

Magazine Capacity: The quantity of ammo included in each magazine.

### Maximum Ammo rows:

This reveals the maximum amount of ammo that Snake can carry on each of the five difficulty settings. Practically unlimited in Liquid Easy, these totals are significantly reduced on Big Boss Hard and The Boss Extreme.

### Attributes rows:

This section breaks down the ratings for each of up to seven possible attributes that a weapon may have: Damage, Penetration, Stability, Reload, Lock, Sleep and Stun. "S" is the highest possible rating, and "E" is the lowest. To make this system more intuitive, we're representing each letter in a more visual gauge format. The more color and cell coverage you can see, the better the rating (as illustrated in the following small diagram).



Sleep and Stun are attributes that only apply to certain non-lethal weapons. To learn more about the importance of the other ratings, please turn to the "Best Attributes Ratings" table on page 122 of this chapter.

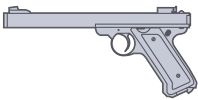
### Regular price (DP):

Some of the weapons are made available in Drebin's Shop at different stages of the game. This line will give you the regular price. Look up in the dedicated section of this chapter for more details on availability. Please note that the weapons with no price indication would have to be collected from the battlefield.









### Customization / Notes:

The final section of the tables outlines any available customizations for the weapon in question, and mentions any extra detail worth noting (for example if a weapon has a special feature). You can learn more about custom weapon parts on page 130 of this chapter.

### MK. 2 PISTOL











PISTOL		
WEAPON ID	Weight (kg)	1.1
	Range (m)	76.0
	Power	350
	CQC Compatibility	✓
	Firing Modes	-
AMMO	Ammo Type	Anest. (.22)
	Magazine Capacity	10
MAX. AMMO	Liquid Easy	9,999
	Naked Normal	893
	Solid Normal	300
	Big Boss Hard	100
	The Boss Extreme	50

		EDCBAS								
ATTRIBUTES *		DMG								
		SHK								
		PNT								
		STB								
		RLD								
		LKD								
		SLP								
		STN								
	Regular Price (DP): -									
Customization: -										

### OPERATOR



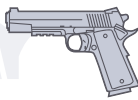
PISTOL		
WEAPON ID	Weight (kg)	1.0
	Range (m)	71.0
	Power	420
	CQC Compatibility	✓
	Firing Modes	-
AMMO	Ammo Type	.45ACP
	Magazine Capacity	7
MAX. AMMO	Liquid Easy	9,999
	Naked Normal	893
	Solid Normal	893
	Big Boss Hard	500
	The Boss Extreme	300

		EDCBAS							
	DMG								
	SHK								
	PNT								
	STB								
	RLD								
	LKD								
	SLP								
	STN								
Regular Price (DP): -									
Customization:									
Top Mount: Suppressor (OP)									
Bottom Mount: Flash Light (H.G.)									









## HANDGUNS

Handguns enable Snake to use his full repertoire of CQC moves, and are extremely quick to reload. However, their poor range makes them appropriate for close encounters only. The three types that can be fitted with a Suppressor (the Operator, MK.23 and 1911 Custom) are excellent choices if you're aiming for maximum stealth. The staple Mk. 2 pistol fires tranquilizer darts, and is a weapon you'll need to learn to love if you're going to unlock all of MGS4's secrets. A fringe benefit of having a pistol equipped as your current weapon is that Snake runs at a slightly faster pace.

### GSR






PISTOL		
WEAPON ID	Weight (kg)	1.2
	Range (m)	63.5
	Power	430
	CQC Compatibility	✓
	Firing Modes	-
AMMO	Ammo Type	.45ACP
	Magazine Capacity	8
MAX. AMMO	Liquid Easy	9,999
	Naked Normal	893
	Solid Normal	893
	Big Boss Hard	500
	The Boss Extreme	300

		EDCBAS								
ATTRIBUTES *		DMG	■	■						
		SHK	■	■	■					
		PNT	■	■	■	■				
		STB	■	■	■	■	■			
		RLD	■	■	■	■	■	■	■	
		LKD	■	■	■	■	■	■	■	■
		SLP	■	■	■	■	■	■	■	■
		STN	■	■	■	■	■	■	■	■
Regular Price (DP): 3,000										
Customization:										
Bottom Mount: Flash Light (H.G.)										

### FIVE SEVEN





































PISTOL		
WEAPON ID	Weight (kg)	0.8
	Range (m)	80.0
	Power	300
	CQC Compatibility	✓
	Firing Modes	-
AMMO	Ammo Type	5.7 x 28 mm
	Magazine Capacity	20
MAX. AMMO	Liquid Easy	9,999
	Naked Normal	893
	Solid Normal	893
	Big Boss Hard	500
	The Boss Extreme	300

		E	D	C	B	A	S
	DMG						
	SHK						
	PNT						
	STB						
	RLD						
	LKD						
	SLP						
	STN						
Regular Price (DP): 6,000							
Customization: Bottom Mount: Flash Light (H.G.)							

### PMM


































PISTOL		
WEAPON ID	Weight (kg)	0.8
	Range (m)	70.0
	Power	325
	CQC Compatibility	✓
	Firing Modes	-
AMMO	Ammo Type	9 x 18 mm
	Magazine Capacity	12
MAX. AMMO	Liquid Easy	9,999
	Naked Normal	893
	Solid Normal	893
	Big Boss Hard	500
	The Boss Extreme	300

EDCBAS									
	DMG								
	SHK								
	PNT								
	STB								
	RLD								
	LKD								
	SLP								
	STN								
Regular Price (DP): 3,500									
Customization: -									

### PSS



PISTOL		
WEAPON ID	Weight (kg)	0.9
	Range (m)	50.0
	Power	350
	CQC Compatibility	✓
	Firing Modes	-
AMMO	Ammo Type	7.62 x 42 mm
	Magazine Capacity	6
MAX. AMMO	Liquid Easy	9,999
	Naked Normal	893
	Solid Normal	893
	Big Boss Hard	500
	The Boss Extreme	300

EDCBAS							
	DMG						
	SHK						
	PNT						
	STB						
	RLD						
	LKD						
	SLP						
	STN						
Regular Price (DP): 5,000							
Customization: -							

\* DMG (Damage), SHK (Shock), PNT (Penetration), STB (Stability), RLD (Reload), LKD (Lock), SLP (Sleep), STN (Stun)



# MULTIPLAYER MAPS: AMBUSH ALLEY



Ambush Alley definitely deserves its name: apart from the central roadway, it's a map with narrow winding paths where enemies can jump out unpredictably and stalk you. If you need to run away from a pursuer, there are countless windows and low walls that you can roll through or over. If you roll diagonally, you are usually pretty much safe during the process, and may end up behind a wall offering cover long enough for you to turn around and fight back.



There are grey barrels all over this map. Shooting them with a lethal firearm triggers a big explosion – anesthetic weapons or the Stun Knife have no effect on them. If you wield a sniper rifle, you can actually use the scope feature to zoom in from afar on those barrels and destroy them whenever a target runs by. Note that the spot where a barrel has just blown up remains on fire for a while. Should you step on those flames, you will catch fire yourself which reduces your Life gauge at an alarming rate. The easiest way to stop this is to make a few forward rolls.

This map features a dead end in the south that makes an excellent defensive position. From here you cannot be attacked from the rear, your are protected by walls on both sides, and sandbags as well as a van offer cover from the front. On top of this, if your opponents drive you to the back of the dead end or if you are attacked from the upper floor of the nearby building, you can retreat behind the pile of tires while firing back.



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# Emblems

At the end of each *MGS4* playthrough you will be rewarded with one or more “emblems”, special accolades that acknowledge your performance in a variety of ways. The emblem with the highest “value” will always be chosen as your post-game title (Fig. 1). The higher this is on the list, the better you did.

Over the following pages, we look at all 40 emblems. Some are quirky; others monumentally difficult to obtain; a few, towards the lower reaches, might leave you feeling a little disappointed. Don’t be disheartened if your initial rating is less than stellar, though – *MGS4* is a game that takes time to master, and your first playthrough is essentially a dress rehearsal for the fun that follows.

**Note:** the Race Gun, Suit and Command Vests are unlocked as standard after your first playthrough, so we don’t mention these in the “Special Completion Bonus” sections.

Final Results		THE BOSS EXTREME
Total Play Time	05:50:11	
Continues	0	
Alert Phases	0	
Kills	0	
Recovery Bells Used	0	
Weapon Types Procured	47	
Flashbacks Watched	38	
Special Items Used	Not Used	
Total Bonus		780,210
Current Death Points		2,008,538
Confer the title of...		“FOX”

## EMBLEM LIST



1.

BIG BOSS	
TYPE	Elite
DIFFICULTY	10/10
CRITERIA	
Number of Alert Phases	0
Number of kills	0
Number of continues	0
Game time	< 5:00
Rations, Regain, Noodles used	0
No use of Stealth Camouflage or the Bandana	
The Boss Extreme	
<b>Notes:</b> This is the ultimate accolade, and will be the sole preserve of expert players willing to hone their skills on several playthroughs. Playing a “perfect” game on the unlockable The Boss Extreme setting is ridiculously hard, but it’s actually the maximum time requirement that will make it almost prohibitively difficult for most. If you’re determined to beat this challenge, you can find a collection of useful tips and guidelines on page 170 of this chapter.	
<b>Special Completion Bonuses:</b> Patriot, Big Boss FaceCamo, Big Boss iPod® song	



2.

FOX HOUND	
TYPE	Elite
DIFFICULTY	9/10
CRITERIA	
Number of Alert Phases	< 3
Number of kills	0
Number of continues	0
Game time	< 5:30
Rations, Regain, Noodles used	0
No use of Stealth Camouflage or the Bandana	
Big Boss Hard or higher	
<b>Notes:</b> An ambitious goal even for highly skilled players, obtaining the Fox Hound emblem is the perfect training exercise for those intending to try for the Big Boss accolade. If you can beat Fox Hound, Big Boss is within touching distance. The slightly less stringent time requirement is a real blessing, but knowing how best to beat the Beasts with a minimum of fuss is vital.	
<b>Special Completion Bonus:</b> Thor .45-70	



3.

FOX	
TYPE	Elite
DIFFICULTY	8/10
CRITERIA	
Number of Alert Phases	< 5
Number of kills	0
Number of continues	0
Game time	< 6:00
Rations, Regain, Noodles used	0
No use of Stealth Camouflage or the Bandana	
Solid Normal or higher	
<b>Notes:</b> If you’re determined to unlock every emblem and bonus feature, this is a good place to start on a second playthrough. Even though a few Alert Phases are allowed, it’s a good practice to avoid them entirely. The easier route taken through Midtown in Act 3 means that the game time requirement is still tough, but within your means once you know your way around.	
<b>Special Completion Bonus:</b> Desert Eagle (Long Barrel)	



Do not read this section prior to completing *Metal Gear Solid 4* for the first time. It's packed with devastating spoilers, and we would much prefer for you to experience the *MGS4* narrative in the way its designers intended.

SYNOPSIS

The story of the *Metal Gear* series spans over one hundred years, from the origins of The Philosophers to the conclusion of *Metal Gear Solid 4*. Each game in the series is, broadly, a self-contained episode, yet they are all intricately interwoven; to have missed an installment can rob certain encounters or revelations of their full impact. In this synopsis (and following interpretation) of the entire *Metal Gear* narrative, we explore its key moments and developments to enable readers, die-hards and newcomers alike, to better enjoy this absorbing tale.



COLONEL VOLGIN



NAKED SNAKE



MAJOR ZERO

I – THE DAYS OF IDEALS

The starting point of the *Metal Gear* saga, the creation of The Philosophers, occurred during the early 1900s. This unique and deeply secretive organization was established by a select group of eminent figures from the three countries that were to dominate the century that lay ahead: the United States, Russia and China. Together, these individuals gathered a practically boundless sum of funds, known as The Philosophers' Legacy, that they believed would be sufficient to win any present or future world conflict. Those who wield the resources to wage war also possess the means to prevent it, and The Philosophers sought to achieve this noble goal by using their incredible resources and powerful influence to steer world history away from brutal, needless warfare. However, with time and the death of its founding members, the *raison d'être* of this clandestine committee was gradually corrupted; The Philosophers' philosophy was not passed on to posterity. In the confusion and chaos that ensued after the Second World War, the USSR – or, more precisely, an individual named Colonel Volgin – recovered and gained sole possession of The Philosophers' Legacy.

Much of the story behind *Metal Gear Solid 3* (the first episode in the chronology of the series) concerns the fight between the three countries that created The Philosophers' Legacy to claim it for themselves. During the Cold War, the growing nuclear arsenals

possessed by the US and USSR led both nations to adhere to a doctrine of *mutual assured destruction* – the fact that a strike by one nation would lead the other to retaliate with equal or greater force. With full-scale ground war deemed impractical (and, moreover, a catalyst for the inevitably lethal escalation that would surely follow), and any potential nuclear strike certain to trigger "launch on warning" (or "fail deadly") systems, both sides instead engaged in proxy battles on both actual and ideological battlefields. The events of *Metal Gear Solid 3* take place in 1964 following the Cuban Missile Crisis, a breakdown in diplomacy that brought both nations closer to Armageddon than ever before or since.

An American agent (Naked Snake) is sent in to Soviet territory by the US secret services to facilitate the defection of a scientist (Nikolai Sokolov) who is poised to finalize the creation of a weapon so powerful that it could disrupt the delicate balance that prevents nuclear warfare between the two superpowers. To accomplish his mission, Naked Snake has the support of a remote team that includes his commander (Major Zero), a medical adviser (Para-Medic), an expert in technology and intelligence (Sigint), and his former mentor, a legendary female warrior known, with due reverence, as The Boss.



PARA-MEDIC



SIGINT



THE BOSS

A master in the arts of infiltration and survival techniques, Naked Snake succeeds in making contact with Sokolov. During their attempt to escape, however, they are confronted by The Boss who, against all odds, chooses to join forces with Colonel Volgin, and provides him with two US-made portable nuclear warheads as a token of her sincerity. Volgin, in possession of The Philosophers' Legacy and aided by The Boss and Ocelot (a young prodigy of the Russian military), plans to overthrow Soviet Premier Nikita Khrushchev's government and use the Shagohod weapon created by Sokolov to enable the USSR to win the Cold War. In a distinctly one-sided fight, The Boss seriously injures Naked Snake and leaves him near death. Volgin and his allies then leave with Sokolov in order to force him to complete his invention. Gravely wounded, Naked Snake witnesses the explosion of the research center where the Shagohod had been developed when Volgin activates one of the two nuclear devices.

As Naked Snake is convalescing in hospital in the week following his rescue and extraction, the president of the United States receives a call from Soviet Premier Khrushchev. Aware that the destruction of the research center was caused by an American bomb, Khrushchev demands that they make amends by eliminating Volgin who, being an ally of his political rival Leonid Brezhnev, he regards as a dangerous adversary. Major Zero and Naked Snake are given the opportunity to find redemption for their earlier failure by helping to avert a major global crisis. The objective of their mission (dubbed "Snake Eater") is to retrieve Sokolov, destroy the Shagohod, and execute Volgin and The Boss.



SOKOLOV



THE SHAGOHOD



OCELOT

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