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 benzine, 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.

Recorded surface
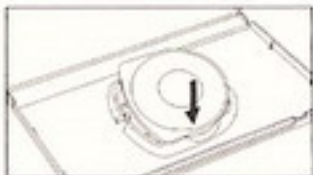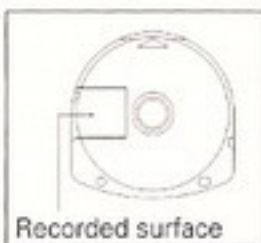
Ejecting the disc

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.
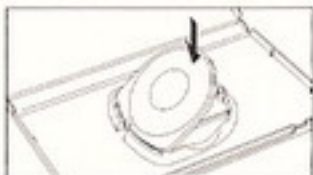
Storing the disc

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.

CONTENTS

INITIATING VR SIMULATION PROGRAM...
LOADING SOLID SNAKE SIMULATION...
LOGGING ON...

GETTING STARTED

RIGHT SIDE VIEW

△○X□ buttons

POWER/HOLD switch

FRONT VIEW

Disc cover   DC OUT connectors

IR port   USB connector   OPEN latch
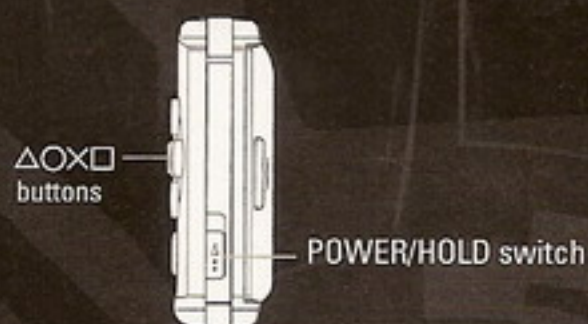
Set up your PSP™ (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the **METAL GEAR SOLID DIGITAL GRAPHIC NOVEL** 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.

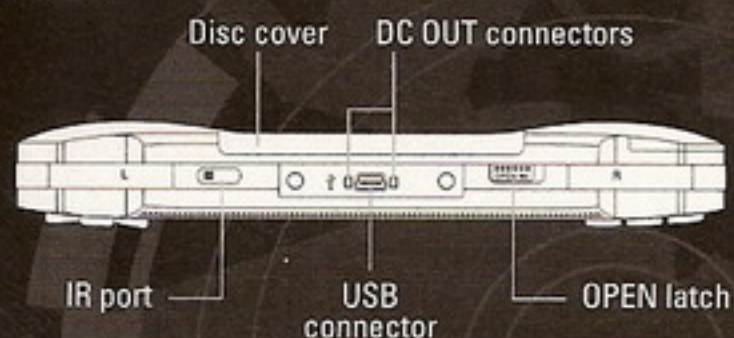To save game settings and progress, insert a Memory Stick Duo™ into the memory stick slot of your PSP™ (PlayStation®Portable) system. You can load saved game data from the same memory stick or any Memory Stick Duo™ containing previously saved games.
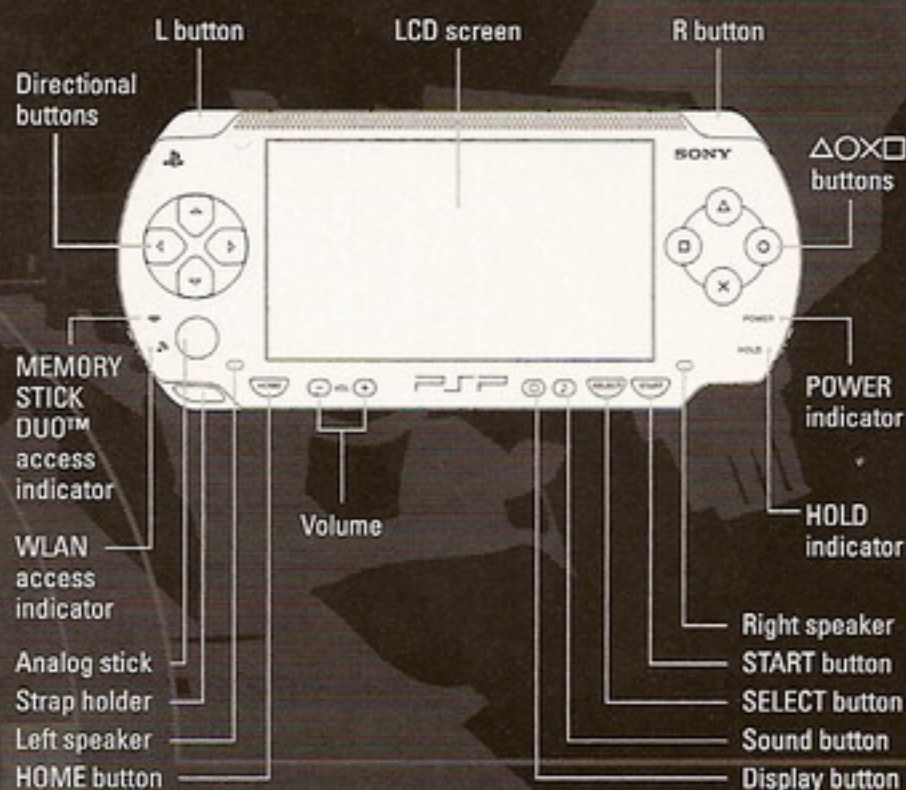
At least 480KB of free space is required to save. Only one set of save data can be saved onto a Memory Stick Duo™ or Memory Stick PRO Duo™.

To save, press the **L button** to display the Status Memory menu, then select Save Memory and press the ⊗ button.

⊗ **button**	to enter
◎ **button**	to cancel

CONTROLS

PSP™ (PLAYSTATION®PORTABLE) SYSTEM CONFIGURATION

Directional buttons   L button   LCD screen   R button

△○X□ buttons

MEMORY STICK DUO™ access indicator

WLAN access indicator

Analog stick
Strap holder
Left speaker
HOME button

Volume

POWER indicator

HOLD indicator

Right speaker
START button
SELECT button
Sound button
Display button

BASIC CONTROLS
So, soldier, you think you're ready to take on this gripping, new assignment? Prepare yourself for **METAL GEAR SOLID DIGITAL GRAPHIC NOVEL** — a Virtual Reality simulation program designed to immerse you directly into the elaborate storyline of Metal Gear Solid. Watch the shocking events that unfold, uncover the hidden secrets, and piece together the memories to deepen your understanding of the storyline.

Please insert a Memory Stick Duo™ or Memory Stick PRO Duo™ into the PSP™ (PlayStation®Portable) system in order to save your memories for future sessions on the VR simulation program.

TITLE SCREEN CONTROLS

START button	Start the VR Simulation from the beginning of the story
L button	Access the Status Memory (Bookmark) menu
R button	Access the View Simulation Data (Page Jump) menu
Directional buttons	Select a menu item
◎ **button**	Cancel
⊗ **button**	Enter
△ **button**	Go to the Memory Element Acquired menu
□ **button**	Not used
SELECT button	Not used

LOADING
Resume the game using data saved to a Memory Stick Duo™ or Memory Stick PRO Duo™.
Save data will be loaded during startup. You can continue from a saved bookmark via the Status Memory menu which is accessed with the **L button**.

THE THREE MODES

There are three primary modes in **METAL GEAR SOLID DIGITAL GRAPHIC NOVEL**. By going back and forth between the modes, you can reconstruct Solid Snake's memories of the "Shadow Moses Island incident" in your own mind.

"VR Simulation Mode" is the digital graphic novel. Read through the gripping events of the Shadow Moses Island incident.

"Mental Search Mode" is a quest mode in which you search for Memory Elements. Search the data space of "VR Simulation Mode" for Memory Elements.

"Memory Building Simulation Mode" allows you to connect Memory Elements to reconstruct memories of the Shadow Moses Island incident.

Connect the "Memory Elements" found in "Mental Search Mode" to reconstruct an information diagram centered around the Shadow Moses Island incident.

THE THREE MODES

GAME FLOW
Progress through the three various modes to locate Memory Elements, then piece them together to delve deeper into the story.

VR SIMULATION
Relive the events of the Shadow Moses Island incident.

MENTAL SEARCH
Search for Memory Elements during VR Simulation playback, and collect them.
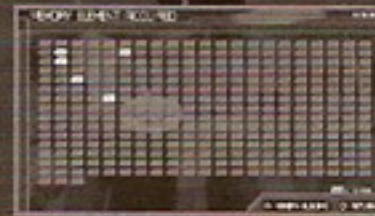
MEMORY ELEMENT ACQUIRED
View the number and status of collected Memory Elements.

MEMORY BUILDING SIMULATION
Reconstruct collected Memory Elements to discover the truth behind the incident.

VR SIMULATION MODE
As you progress through Memory Building Simulation Mode, new Memory Elements will appear in VR Simulation Mode. When you enter key events in the incident in Mental Search Mode, this will trigger a Flashback, and allow you to collect new Memory Elements.

VR SIMULATION MODE (DIGITAL GRAPHIC NOVEL)

Plays back the Digital Graphic Novel centered around the "Shadow Moses Island incident."
Press the ✖ button to turn to the next page.
You can use Status Memory (Bookmark) or View Simulation Data (Page Jump) to begin playback from the middle of the story.

VR SIMULATION MODE CONTROLS

Directional buttons	Not used
analog stick	Not used
L button	Go to Status Memory (Bookmark)
R button	Go to View Simulation Data (Page Jump)
△ button	Go to Memory Element Acquired
▢ button	Enter Mental Search Mode
◯ button	Toggle VR Simulation Sync Rate on/off
✖ button	Speed up text
START button	Press during movie playback to skip the movie
SELECT button	Toggle between Auto and Stop modes. The default setting is set to Auto mode.

PROGRESSING THROUGH VR SIMULATION MODE

Press the ✖ button to make the text balloons appear quickly.

Press the ✖ button to turn to the next page.

Auto
Automatically proceeds to the next page

Stop
Waits for you to press the ✖ button before turning to the next page

Press the SELECT button to toggle between "Auto" and "Stop."

STATUS MEMORY AND VIEW SIMULATION DATA

You can use Status Memory or View Simulation Data to begin VR Simulation Mode playback from the middle of the story.
"Status Memory" is essentially a bookmark. You can register a page, then begin VR Simulation playback from that page.
"View Simulation Data" is a page jump function. You can begin VR Simulation Mode playback from any page you choose.

SITUATION MEMORY

You can register a page during VR Simulation Mode playback. Later, you can begin VR Simulation Mode playback from a previously registered page.
Press the L button to switch to the Status Memory screen. The screen will display images of previously registered pages.

REGISTERING A NEW PAGE
Press the ✖ button, and icons will appear to "Register" the current page, or "Load" a registered page. Choose an icon with the directional buttons, and press the ✖ button to proceed. Or, press the ◯ button to cancel.

STARTING PLAYBACK FROM A REGISTERED BOOKMARK
Select a registered page using the directional buttons. Then press the ✖ button to begin playback, or press the ◯ button to cancel.

SAVING
Select Save Memory from the Status Memory menu and then press the ✖ button to save the data to the Memory Stick Duo™ or Memory Stick PRO Duo™.

RETURN TO TITLE SCREEN
Use the directional buttons to select "Title," then press the ✖ button to go to the Title Screen.

LOADING
Use the directional buttons to select "Load Data," then press the ✖ button to proceed. Loading will return your memory to its state when you last saved to the Memory Stick Duo™ or Memory Stick PRO Duo™. (The analog stick is not used.)

VIEW SIMULATION DATA
You can begin VR Simulation playback from any page you choose.
Press the R button to switch to the View Simulation Data screen. Page numbers for all of the pages in VR Simulation Mode will be displayed.

Select a page with the directional buttons, then press the ✖ button to enter. Or, press the ◯ button to cancel. (The analog stick is not used.)

• The red frames are movies. When there are multiple movies in a row, playback will begin with the first movie.
• The blue frames are normal pages.

MENTAL SEARCH MODE

By delving deep into the data in VR Simulation Mode, you can find Memory Elements from the Shadow Moses Island incident.
Press the ⊙ button during VR Simulation Mode playback to enter Mental Search Mode.
(You can enter Mental Search Mode during movie playback as well.)

MENTAL SEARCH MODE CONTROLS

Directional buttons	Not used
⊙ button	Zoom in
△ button	Zoom out
✕ button	Acquire Memory Element
⊙ button	Exit Mental Search Mode
analog stick	Move cursor
L button	Not used
R button	Not used
START button	Not used
SELECT button	Not used

VR SIMULATION SYNC RATE

Search for Memory Elements hidden in the VR Simulation Mode. The graph's vertical movements indicate whether there is a hidden Memory Element or not, and the horizontal movements indicate the distance to the Memory Element.

If there is a hidden Memory Element
The graph will move upward.

Distance to the Memory Element
The center indicates the page currently opened. If the graph moves to the right, there is a Memory Element in the several pages following the current page. If the graph moves to the left, there is a Memory Element in the several pages preceding the current page.

Percentage
The percentage displayed indicates the progress made through Memory Building Simulation Mode. The graph is somewhat inexact, but as this percentage increases, the graph becomes more and more accurate.

• If the graph shows a Memory Element but you cannot find one, there are two possible explanations—the graph may be giving an inaccurate reading, or you may need to first trigger a Flashback condition in Memory Building Simulation Mode. Try progressing through Memory Building Simulation Mode, then come back and try again.

MENTAL SEARCH MODE

Center
The page currently opened

Right
Pages beyond the current page

Left
Pages before the current page

HOW TO ACQUIRE MEMORY ELEMENTS
During VR Simulation Mode, if you come across a page with a high VR Simulation Sync Rate, press the ⊙ button to enter Mental Search Mode. Then, move the cursor to search for the hidden Memory Element.

Zoom in and out of the screen, and move the cursor with the **directional buttons or analog stick**. The zoom magnification goes from 100% to 300%.

When a Memory Element is nearby, the cursor begins to rotate. As it gets closer to the Memory Element, the rotation speed increases.

A target appears when the Memory Element is discovered. Press the ✕ button to acquire the Memory Element.

MENTAL SEARCH MODE

MEMORY ELEMENT ACQUIRED

Here, you can view the status of the Memory Elements you have collected in Mental Search Mode.

If you have already acquired a Memory Element, it will be displayed in bright color. Others will be dimmed until you collect them.

• A light orange frame indicates a Memory Element you can acquire in Memory Building Simulation Mode.

Press the △ button to go to Memory Building Simulation Mode.

Press the ◎ button to return to VR Simulation Mode.

As you collect Memory Elements, you can link them together in Memory Building Simulation Mode. This will allow you to work with more and more Memory Elements, to reconstruct and complete your memories.
Along the way, you may also acquire some Memory Elements that you can find only in Memory Building Simulation Mode.

FLASHBACK

When you link certain Memory Elements together in Memory Building Simulation Mode, a new Memory Element will be embedded into VR Simulation Mode.

The location of that new Memory Element is unknown. You must enter Mental Search Mode from VR Simulation Mode, and search for the Memory Element. The VR Simulation Sync Rate can act as your guide. Keep an eye on the changing graph as you proceed through Mental Search Mode, to help you find the Memory Element.

MEMORY BUILDING SIMULATION MODE

Take the Memory Elements you found in VR Simulation Mode, and link them together in a 3D space to reconstruct your memories. As you manipulate these Memory Elements, you can also read explanations regarding these memories.

• You can use the **directional buttons** or the **analog stick**.

• Rotate the camera and use the analog stick to select Memory Elements, and link them to the Memory Element at your current position.

MEMORY BUILDING SIMULATION MODE CONTROLS

Directional buttons	Move the camera
	(Press and hold the **L button** while pressing the **directional buttons** to move the camera sideways.)
□ button	Zoom in
△ button	Zoom out
◎ button	Move to the selected Memory Element
✕ button	Link or unlink the selected Memory Element and the Memory Element at your current position. (Only if the two can be linked/unlinked)
Analog Stick	Rotate the camera around the selected Memory Element

A selection circle will appear around the selected Memory Element, and you will be able to indicate a direction. You can then point at a Memory Element to select it, and then move to that Memory Element, or link/unlink the selected Memory Element and the Memory Element at your current position.

L button	Toggle the Memory Element image

If you are using the **analog stick** to select a Memory Element, the selection will be deactivated.

If you press and hold the **L button** while you use the **directional buttons** to move the camera, you will be able to control the camera freely, to better understand the 3D space.

If you press and hold the **L button** while you use the **analog stick**, the selection circle will no longer select Memory Elements, and you will be able to rotate the camera freely using the **analog stick**.

R button	Read Memory Element reports

• Press the **L button** and **R button** together to reset the camera.

START button	Exit Memory Building Simulation Mode and go to the Save Screen. After exiting the Save Screen, you will return to the Title Screen.
SELECT button	Toggle the screen display.

Press the **SELECT button** once to display only the currently selected group.

Press the **SELECT button** twice to display all Memory Elements.

• The display will switch each time the **SELECT button** is pressed, and toggle between the two displays.

MEMORY BUILDING SIMULATION MODE

REPORTS

Each Memory Element found in Mental Search Mode comes with an explanatory report. Reading the reports will give you a better understanding of the Metal Gear Solid world, and reveal the truth behind the Shadow Moses Island incident.

These reports can also provide hints in linking Memory Elements together.

MEMORY BUILDING SIMULATION MODE SCREEN EXPLANATION

In Memory Building Simulation Mode, the screen displays various useful pieces of information.

MEMORY ELEMENT

SYNC RATIO RATE

EXCLAMATION POINT

MEMORY ELEMENT (UNLINKED)

MEMORY BUILDING SIMULATION MODE

MEMORY ELEMENT (the Memory Element at your current position)
The Memory Element at the center of the screen. You can use the **analog stick** to select nearby Memory Elements.

MEMORY ELEMENT (UNLINKED)
The marker indicates that the Memory Element is currently selected. Depending on the status, commands to move, link or unlink will be available.

MEMORY ELEMENT (LINKED)
Memory Elements that are currently linked are shown connected by lines.

MEMORY ELEMENT (FLASHING)
Flashing Memory Elements have not yet been acquired. They must first be found in Mental Search Mode.

SELECT A MEMORY ELEMENT WITH THE SELECTION CIRCLE
Use the **analog stick** to expand the selection circle out from the Memory Element you have currently selected. Use this selection circle to select a Memory Element to link to.

COMMANDS
After you select a Memory Element with the selection circle, a number of commands will be displayed. Press the ⊙ **button** or ⊗ **button** to interact with the selected Memory Element.

EXCLAMATION POINT
The "!" mark indicates a Memory Element that you have not yet moved to. Once you move to that Memory Element, the mark will disappear.

SYNC RATIO RATE
This number shows the percentage of linked Memory Elements, out of the total number. As more Memory Elements are linked correctly, this percentage will increase.

BULLET MARK ("!" MARK IN THE UPPER RIGHT)
The number of bullet marks indicates the number of confirmed correct links in that group. When all bullet marks are lit up, all links in that group have been successfully completed.

LINKING / UNLINKING MEMORY ELEMENTS

Multiple Memory Elements form larger groups, each with a unifying theme. The Memory Elements that make up the group are essentially keywords that describe the theme. As you link Memory Elements together, new groups and Memory Elements will appear.

Memory Elements found in Mental Search Mode are shown in gray, floating in 3D space. The Memory Element at the player's current position is shown in the center.

In this case, the Memory Element "Solid Snake" within the group "Central Area" is shown as the current position.

Use the **analog stick** to view the surroundings, and expand the selection circle. Then, use the selection circle to point at another Memory Element, and select it. Once selected, it will remain selected even after the **analog stick** is released. (In this state, you can press the **L button** to release the selection.)

From the Memory Element "Solid Snake," the **analog stick** is used to expand the selection circle to "Sneaking Mission."

When another Memory Element is selected, up to three commands can be displayed. In this case, press the ⊗ **button** to connect Memory Elements.

As the selection circle expands and points to "Sneaking Mission," commands are displayed. In this case, the commands are "MOVE," to move to a Memory Element, and "CONNECT," to link two Memory Elements. The main character "Solid Snake" carries out a "Sneaking Mission" in the main story, so these two Memory Elements appear to be related.

When all Memory Elements in a group have been linked, Memory Elements that can now be interacted with will be displayed. (They will change from gray to colored Memory Elements.) The group will then be complete.

When the "CONNECT" command is selected, "Solid Snake" and "Sneaking Mission" will be linked.

If Memory Elements are incorrectly linked together, the group will remain incomplete. The message "Warning! In this group there appears to be a problem with Memory linkage." will appear when entering the group. You will need to re-link the Memory Elements correctly.

SELECTING / CONTROLLING MEMORY ELEMENTS

Analog Stick
• Move between Memory Elements

If you use the **analog stick** while a Memory Element is selected, a selection circle will appear around the Memory Element. If you then use the selection circle to point at another Memory Element, you can move between Memory Elements, or link/unlink Memory Elements.
Use the **analog stick** to choose a Memory Element to move to, link, or unlink. Available commands will then be displayed—"MOVE," "CONNECT" or "BREAK."

• MOVE
Selects a different Memory Element, and moves to that Memory Element.

• CONNECT
Links Memory Elements together.

• BREAK
Breaks the link between two Memory Elements that had been connected.

RULES FOR CONNECTING

Each Memory Element has its own color, and a color for the "plug" used for connections. There are three different colors, and a correct link cannot be made unless the color of the plug is the same as the color of the Memory Element.

• If the Memory Element color and plug color match, even unrelated memories can be linked together. But if memories are linked incorrectly, no changes will occur, and you will be unable to progress. Use BREAK to unlink, and use CONNECT to link to a different Memory Element. You can tell whether there are incorrect links when moving between groups, as a warning message will appear.

Also, when Memory Elements are correctly linked together, grayed out Memory Elements will turn into colored Memory Elements, and will become available for you to link or move. This will allow you to further reconstruct your memories.

SELECTING / CONTROLLING MEMORY ELEMENTS

AFTER CONNECTING

After you find Memory Elements in Mental Search Mode, you must first fulfill certain conditions in order to link them together using the CONNECT command. Carefully read the message that appears after you link Memory Elements.

• No message will appear if you link Memory Elements incorrectly. Use the BREAK command to undo the link, and try linking to a different Memory Element. You can tell whether there are incorrect links when moving between groups, as a warning message will appear.

• Acquired
Indicates a Memory Element that has been found in Mental Search Mode. It will initially be shown in gray, and cannot be selected using the selection circle. Before you can do anything with it, you must first "recognize" it.

• Recognized
Indicates a colored Memory Element that the player can interact with, by moving, linking and unlinking. Any unrecognized Memory Elements will appear gray, and cannot be selected.

• Not Acquired
Indicates a Memory Element that is ready for recognition in Memory Building Simulation Mode, but has not yet been found in Mental Search Mode. Use the graphic image and label as your guide to find it in Mental Search Mode.

• Epiphany
As Memory Elements are linked together, at times a new Memory Element can suddenly appear in Memory Building Simulation Mode, ready to be linked. If an epiphany occurs, that Memory Element can be linked immediately.

• Flashback
When certain Memory Elements are linked together in Memory Building Simulation Mode, a new Memory Element is embedded into VR Simulation Mode.

• Complete
When all Memory Elements are correctly linked within a group, that group is complete. You can move on to the next group.

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