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® (PlayStation®Portable) 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 console. Take a break of about 15 minutes during every hour of play. • Do not use the console 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 console 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® system 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.

Recording surface
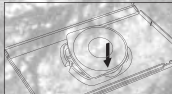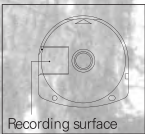
Ejecting the disc

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.
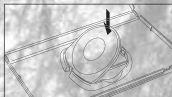
Storing the disc

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.

"PlayStation", "PS" Family logo, and "PSP" are registered trademarks and "UMD" is trademark of Sony Computer Entertainment Inc. "Memory Stick Duo" and "Memory Stick PRO Duo" are trademarks of Sony Corporation.

CONTENTS

ONLINE SERVICE AGREEMENT

Please check the Online Service Agreement that is displayed before you go online and play Metal Gear Solid Portable Ops in accordance with the rules of the Agreement.

The Online User Agreement contents are subject to change without notice. Please check the latest Agreement from the site below or when using the service for the first time. In the event the Online Service is terminated for any reason, a 30-day advance notice will be given at the below site.
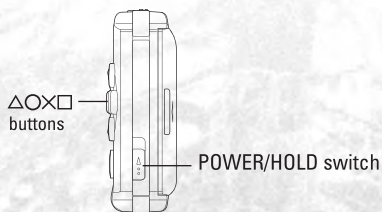
Our game software network service itself is provided free of charge, but please be aware that charges from your internet provider may apply.
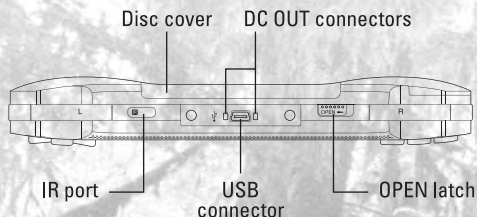
http://www.konami.jp/mpo/

* derived from the RSA Data Security, Inc. MD5 Message-Digest Algorithm
* Copyright 1992 Livingston Enterprises, Inc.

GETTING STARTED

Right side view

△○✕□ 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 *Metal Gear Solid®: Portable Ops* disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® 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 the ✕ button of the PSP® 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. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING UP

PSP® (PlayStation®Portable) system configuration

L button   LCD screen   R button

Directional buttons

△○✕□ buttons

MEMORY STICK DUO™ access indicator

POWER indicator

WLAN access indicator

Volume

HOLD indicator

Analog stick
Strap holder
Left speaker
HOME button

Right speaker
START button
SELECT button
Sound button
Display button
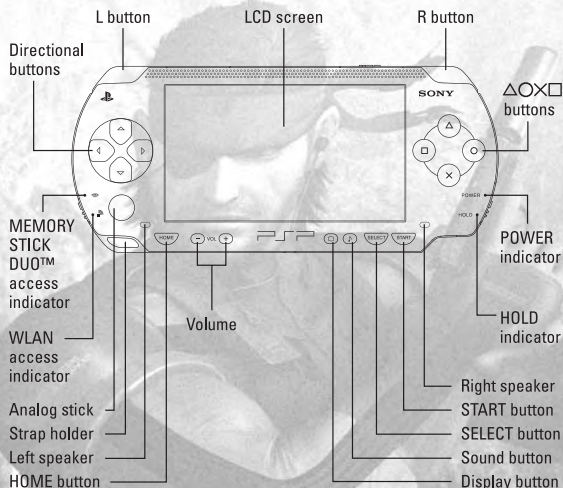
STARTING THE GAME

1. Slide the OPEN switch on the top of your PSP® (PlayStation®Portable) system, and open the disc cover. Insert the METAL GEAR SOLID: PORTABLE OPS UMD™ disc.
2. Close the disc cover, and turn the system on. After the Konami logo appears, the METAL GEAR SOLID: PORTABLE OPS Title Screen will appear.
3. Press the START button on the Title Screen to enter the game.

TITLE MENU

NEW GAME
Begin a new game. Enter your player name and select a difficulty level from EASY (for beginners) or NORMAL (for intermediate players) to begin the game.

LOAD GAME
If saved data already exists, choose this option to continue your saved game.

DELETE
Remove unwanted data.

FREE BATTLE
(See page 35)

GAME SHARING
(See page 44)

KEY CONFIG
(See page 7)

OPTIONS
(See page 8)

SAVING

A Memory Stick Duo™ or Memory Stick PRO Duo™ is required to save the game.

You can save your METAL GEAR SOLID: PORTABLE OPS game progress onto a Memory Stick Duo™ or Memory Stick PRO Duo™ inserted into your PSP® system. To save data, at least 192 KB of free space is required. You can save three separate sets of data on one Memory Stick Duo™ or Memory Stick PRO Duo™.

To save, select SAVE GAME from the in-game SYSTEM screen.

LOADING

You can resume a saved game using data saved to a Memory Stick Duo™ or Memory Stick PRO Duo™.

To load a saved game, select LOAD GAME from the Title Menu.

Or, you can select LOAD GAME from the in-game SYSTEM screen.

PLAYING METAL GEAR SOLID: PORTABLE OPS

Gather comrades and hunt the Fox Unit!

METAL GEAR SOLID is a 3D action adventure game in which you infiltrate enemy ground. You control Snake who must sneak behind enemy lines and complete his mission.

This time Snake finds himself right in the middle of an enemy compound in South America. Outnumbered and outgunned, Snake decides to seek help in his aim to prevent nuclear war.

You must infiltrate enemy territory, recruit comrades, form teams, and carry out your mission.

RECRUIT
Increasing allies
• Capture enemy soldiers (See page 18)
• Obtain from other players in a versus battle (See page 34)
• Trade with other players (See page 27)
• Wireless AP scan (See page 32)
• GPS scan (See page 33)
• Use passwords (See page 34)

MANAGE
Forming teams (See page 21)

MISSION

Carrying out missions
- Carry out a mission (See page 19)
- Play against another player in Real Combat Mode (See page 34)
- Play against another player in Virtual Combat Mode (See page 34)
- Send a team into Cyber-Survival (See page 45)

MISSION FAILED

When the life gauge reaches zero for all player characters, the mission is over. Also, there are cases in which a specific person's death will end the mission.

If you fail a mission, you have the following choices:
- RESTART MISSION: Start the mission over from the beginning
- BACK TO BRIEFING: Return to the briefing

CONTROLS

Directional buttons
Control the camera

L button
Lock-on: The camera moves behind you as you wield your weapon

Analog Stick
Move

SELECT button
Radio

START button
Pause Menu

KEY CONFIG

You can assign each button control to a different button. Select KEY CONFIG from the SYSTEM Screen during gameplay.

For each control, select the button you want to use with the directional buttons. Press up or down to select the control, and then press left or right to select the button to use.

<< All controls in this manual are based on the initial settings. You can change the controls using KEY CONFIG. >>

R button
Press and hold the button to switch to first-person view and wield your weapon

△ button
Action button:
- Press while moving to stalk
- Stick to surface

O button
- Equip/remove weapons or equipment
- Equip/remove items by holding the O button and pressing up, down, left or right on the directional buttons

□ button
Attack button:
- If you are wielding a weapon: Use weapon
- If you are not wielding a weapon: Fight

✕ button
- Press once to crouch, and one more time to stand up
- Press while running to roll

6

7

OPTIONS

Adjust various system displays and controls.

| Text settings	
Subtitles	Turn subtitles on or off for demo sequences.
Normal camera	
Up/down	Adjust up/down controls for normal camera.
Left/right	Adjust left/right controls for normal camera.
Rotation speed	Adjust rotation speed for normal camera. Larger values indicate faster rotation.
First-person view camera	
Up/down	Adjust up/down controls for first-person view camera.
Left/right	Adjust left/right controls for first-person view camera.
Rotation speed	Adjust rotation speed for first-person view camera. Larger values indicate faster rotation.
Initial direction after switch	Set the camera direction when switching to first-person view to the direction the player is facing, or the direction the camera was facing.
Switch movement and camera controls	Adjust whether the movement and camera controls are switched when switching to first-person view.
Control types	
Crouching	Adjust whether you need to keep the button held down when crouching.
Stalking	Adjust whether you need to keep the button held down when stalking.

BASIC CONTROLS: MOVEMENT

Move (run)
Analog Stick

Move (stalk)
Press and hold the action button (the △ button) while moving to stalk quietly. Stalking is a careful form of walking that minimizes the sound of footsteps and lowers the chance of enemy detection.
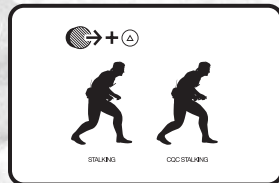
Roll (diving forward roll)
Press the crawl button (the ✕ button) while running to do a diving forward roll. You can use this to jump over obstacles, or move quickly between shadows.
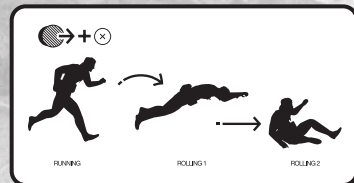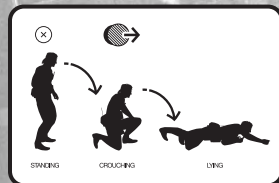

By rolling near an enemy soldier, you can knock him over.

You can also keep the crawl button (the ✕ button) held down while rolling to land in a crawling position.

Crouch/Crawl
Press the crawl button (the ✕ button) in place to crouch. If you move while crouching, you will crawl. While crouching or crawling, you can hide behind low obstacles without being spotted by enemies.

Elude (hanging)
Press the action button (the △ button) in front of railings or cliffs to hang from them. Press the action button (the △ button) again to return to your original position.
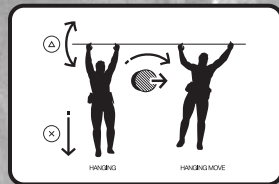
Press the crawl button (the ✕ button) to let go and fall.

Flatten Against Walls/Look

Press the stalking button (the △ button) while moving toward a wall to flatten against the wall. You can stay flattened

against the wall as long as you keep the stalking button (the △ button) held down.

Move while holding down the stalking button (the △ button) to move along the wall.

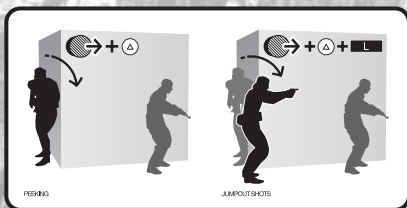When you reach the end of the wall, you can peek around it to the other side.
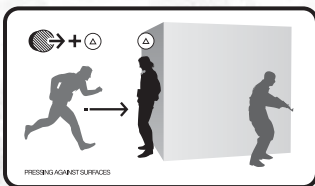
Make noise

Press the attack button (the □ button) while flattened against a wall to knock it, and make noise. You can make use of this to draw enemy soldiers' attention.
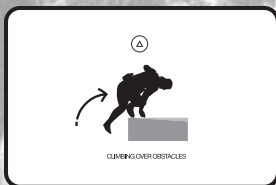
Emerging attack

Press the lock-on button (the L button) while looking to wield your weapon and jump out.

PEEKING   JUMPOUT SHOTS

THE ACTION BUTTON

Climb over uneven areas

For uneven areas and height differences less than waist height, you can move toward the uneven area and press the action button (the △ button) to climb over it.

CLIMBING OVER OBSTACLES

Ascend/descend ladders

Press the action button (the △ button) in front of a ladder to climb up.

Press the action button (the △ button) at the top of a ladder to climb down.

Lockers

Press the action button (the △ button) in front of a locker to open it.

Get into a locker to close the door and hide.

To get out of the locker, press the action button (the △ button) again.

Use the radio

Press the SELECT button to enter radio mode.

In radio mode, you can talk to a variety of people.

Using the radio

1. In radio mode, press left or right on the directional buttons to adjust the frequency.

2. Press the ○ button to open communications. You can fast forward with the △ button.

3. Press the SELECT button while you are not communicating, or press the ✕ button to exit radio mode.

CALL display

When someone calls you over the radio, a white CALL display will appear on the screen. If you press the SELECT button while the CALL display is on-screen, communications will begin.

For important communications, a red CALL display will appear, and radio mode will begin automatically.
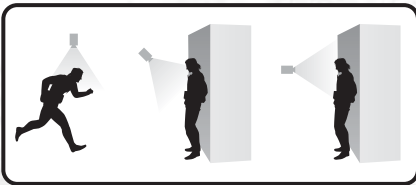
BASIC CONTROLS: CAMERA CONTROLS

3D camera

Use the directional buttons to move the camera position up, down, left or right.
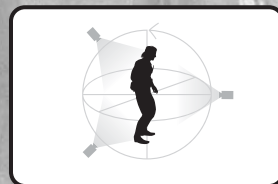
Behind camera

Press the action button (the △ button) while moving toward a wall to flatten against the wall. Hold down the action button (the △ button) while moving to slide along the wall. When you reach the end of the wall, you can look beyond it to the other side.

At this point, the camera position will change, and you can see the other side of the wall.
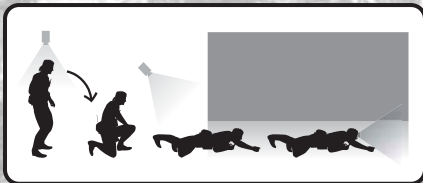
First-person view camera

Press and hold the first-person button (the R button) to switch to the player character's point of view.
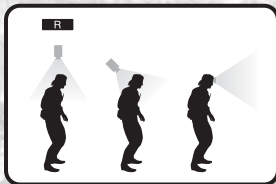
Intrude camera

When you crawl into a narrow space, the camera will automatically switch to the player character's point of view.

BASIC CONTROLS: EQUIPMENT

Press the equip button (the ○ button) to open the equipment window.

There are four slots, and you can use the directional buttons to select weapons to equip or remove.

To prepare weapons and items for the slots, use the MANAGE (squad formation) function on the BRIEFING Screen.

BASIC CONTROLS: FIGHTING

ATTACKING WITH WEAPONS

Attack

Lock-on

Press the lock-on button (the L button) to wield a weapon and lock on to the enemy in front of you. You can then press the attack button (the □ button) to use the weapon and attack your target.

Attack in first-person view

Press and hold the first-person view button (the R button) to switch to first-person view and wield your weapon. You can then press the attack button (the □ button) to use the weapon to attack your target.

Aim/attack with the scope

With some weapons, you will attack in first-person view.

For these weapons, you will automatically switch to first-person view when you equip the weapon. Press the first-person view button (the R button) to wield the weapon, then press the attack button (the □ button) to use the weapon and engage the enemy.

If you press the lock-on button (the L button) to wield the weapon, you will enter scope mode. In scope mode, use the action button (the △ button) to adjust the scope's magnification.

Striking

If you equip certain weapons, or if you press the attack button (the □ button) while unarmed, you will perform striking attacks such as punches.

By pressing the attack button (the □ button) in succession, you can execute a combo that ends in a kick. If you do enough damage, the enemy soldier will lose consciousness.

If you equip a weapon and press the attack button (the □ button), you can attack using that weapon for increased damage.

## BASIC CONTROLS: CQC (CLOSE QUARTERS COMBAT)

CQC is a fighting technique effective against enemies in close proximity. Once you "restrain" an enemy, you can then move into a variety of actions

such as inflicting damage on the enemy, using the enemy as a shield, or performing interrogations.

You can grab the enemy with CQC only if you are unarmed, or armed with a weapon such as a survival knife or handgun.

Weapons that can be used for CQC have "CQC" in the weapon icon.

Grab
Approach an enemy soldier and press the attack button (the □ button) to "grab" the enemy. However, while you are holding the attack button (the □ button), the enemy can reverse the move— be careful.

DIRECT THROW   GRAB   BREAK

CQC STALKING   CAPTURE
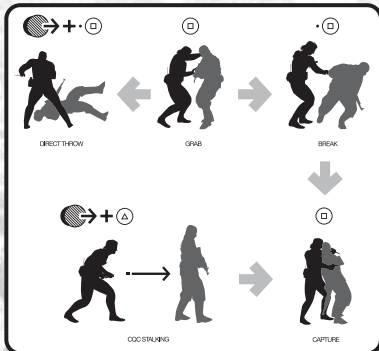
Stagger
After you "grab" an enemy, press the attack button (the □ button) again to throw the enemy to the side.

Restrain
Quickly get behind a "staggered" enemy and press the attack button (the □ button) to restrain them.

Throw down
After you "grab" an enemy, press the attack button (the □ button) while moving to throw the enemy to the ground.

Restrain
Stalk an enemy from behind (move + stalking button (the △ button)) to approach, then press the attack button (the □ button).

While the attack button (the □ button) is held down, you can restrain the enemy soldier.

Choke
Press the attack button (the □ button) repeatedly to choke the enemy soldier until he loses consciousness.

Drag
Once you restrain an enemy, you can move and drag them.

THROW AFTER CAPTURE   CHOKE / SNAP NECK   SHIELD

INTERROGATE   DRAG

Shield
Once you restrain an enemy, press the lock-on button (the R button) to wield a weapon in first-person view, use the restrained enemy as a shield, and attack other enemies.

Press the attack button (the □ button) again to use a weapon to attack other enemies.

Interrogate
Once you restrain an enemy, press the lock-on button (the L button) to interrogate him.

Drag down
With no weapon equipped, press the attack button (the □ button) while moving to drag the enemy down to the ground.

Freeze
After dragging the enemy to the ground, you can use a gun to force them to freeze.

Hold-up
Stalk an enemy from behind (move + stalking button (the △ button) to approach, then wield your gun and "hold up" the enemy.

Lower your gun and press the attack button (the □ button) to restrain the enemy. While holding up the enemy, if you swing around in front of him and aim at his head or fire a warning shot (without hitting him), he will become frightened and drop an item.

Drag
When you are not holding a weapon, stand near a dead or unconscious soldier and press the attack button (the □ button) to grab the enemy's body.

Then, move to drag the enemy soldier.
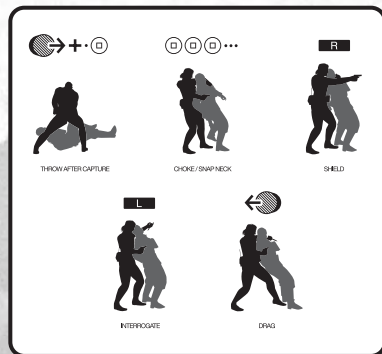
INFILTRATION OPERATION: THE SCREEN

1. LIFE gauge

Refill your life gauge by using medical kits in the stages or by letting days go by in Briefing.

If your LIFE gauge runs out, you will die.

Dead soldiers will be removed from the unit. Some characters will remain in the unit even if they become incapacitated, but they will not be able to fight until they return from the ICU.

2. Stamina gauge

When you move around, your stamina will decrease. Stamina will also decrease if you are hit by fighting attacks or a tranquilizer gun. If stamina reaches zero, you will lose consciousness. You can recover stamina by eating rations in the stages or by letting days go by in Briefing. When your stamina is low, you will encounter problems like decreased shooting accuracy.

3. Alert mode

If you are discovered by enemy soldiers, you will enter alert mode.

The enemy soldiers will call in backup and attack the player character.

4. Surround indicator

A radar that displays sounds from the surroundings in visual form.

Displays sounds from your surroundings in wave form. Enemy soldiers may be hiding nearby, even if they are not visible.
Watch the wave forms carefully.

When an enemy soldier approaches, the direction they are approaching from is displayed in color.
Blue (far) ➡ Red (near)
When displayed in blue, you may be spotted by the enemy.
When displayed in red, your footsteps may be heard by the enemy.

The wave forms displayed in the center indicate the sounds made by the player.

<< THE "N" MARK INDICATES NORTH. >>

5. Equipped weapon

Displays the currently equipped weapon.

The number of remaining bullets in the weapon is also displayed.

INFILTRATION OPERATION: ENEMY STATUS

If the player character is detected by an enemy soldier, alert mode will begin. If you can escape the enemy's field of vision and the phase gauge reaches zero, the next phase will begin.

Alert mode

The state in which you have been detected by the enemy.

In alert mode, enemy soldiers will use their radios to call for backup and attack.

To end alert mode, you must escape from the enemy, or defeat the enemy soldiers.

⬇ After you escape the enemy's field of vision and the phase gauge reaches zero, you will move to evasion mode.

Evasion mode

In evasion mode, enemy soldiers enhance security.

⬇ After a set amount of time elapses and the phase gauge reaches zero, you will move to alert phase.

Caution Mode

In alert phase, enemy soldiers patrol on heightened alert.

They may also increase the number of soldiers in certain areas.

⬇ When the phase gauge reaches zero, you will move to the normal mode.

Normal mode

The condition in which the player character has not been detected by the enemy.

In normal mode, enemy soldiers patrol their assigned routes and check for any abnormalities.

Enemy soldiers will leave their patrol routes and investigate if they see or hear anything suspicious.

INFILTRATION OPERATION: CAPTURE ENEMY SOLDIERS

Knock enemy soldiers unconscious and put them in Campbell's truck to capture them. Players will eventually be able to capture new recruits by dragging unconscious enemies to comrades hiding in cardboard boxes.

If you hold prisoners for several days, you will be able to inaugurate them into your unit.

Prisoners turned into comrades will be treated as new recruits.

BRIEFING

Briefing Screen
When the game starts, the Briefing Screen appears. Here you can select a mission and begin an infiltration operation.

Date/time
Displays the in-game date and day/night.

Overall map
A map of San Hieronymo Peninsula, the setting for METAL GEAR SOLID: PORTABLE OPS. Use the directional buttons to select a stage to

infiltrate, and press the O button to enter.

Main menu
Press the X button to display the Main Menu. Use the directional buttons to select an option and press the O button to enter.

MISSION
Select a stage to infiltrate from the overall map and begin a mission.

MANAGE (squad formation)
Place sneaking units, spy units, technical units and medical units. You can also equip weapons here.

REPORT
You can send out intelligence agents to collect various information.

STATUS (squad status)
Display squad information including weapons, ammunition, rations and numbers of items.

RECRUIT
Scan nearby wireless AP's (access points) to find new recruits.

MATCH (vs. battles)
Use your squad to fight against another player's squad. Or, deploy your squad out into the network (CYBER-SURVIVAL).

SYSTEM
Save/load data, adjust key configuration, or return to the Title Screen.

WAIT
Progress time by a half-day, from day to night, or from night to day. The security level of the enemy soldiers will change.

MISSION

Begin an infiltration operation. Select a stage from the overall map and deploy your team. Missions become available by reading reports or after days go by.

Mission flow
1. On the Briefing Screen, select a stage from the overall map.
2. Snake's team will deploy.
3. The mission will end once the mission clear conditions are met, or if "Abort Mission" is selected from the pause menu.
4. MEMBER CHANGE
   The enemy positions in the stages are well-defended. Switch your player characters strategically to take advantage of their abilities.

Hide

If you press the START button and select MEMBER CHANGE, the player character you are currently controlling will hide in a cardboard

box, and a teammate will be ready for action. You can then control the new player character.

• Select a hiding spot

You can select a place for your player character to hide.

Places you can hide will be marked on the stage map. Select with the directional buttons, and enter with the O button.

If there are no places to hide, you cannot change members.

If you have been spotted by the enemy, you cannot change members.

• Select a teammate to control

Select a player character to control. Locations of hiding player characters will appear on the stage map. Select one with the directional buttons and enter with the O button.

You can control the player character starting from their hiding spot.

Pause Menu

Press the START button during a mission to display a map and the menu.

MEMBER CHANGE

The player character hides nearby, and a teammate gets ready for action.

ABORT MISSION

The team pulls out, and the Briefing Screen appears. Team status and ammunition remain unchanged.

RESTART MISSION

Return to the conditions at the beginning of the mission.

KEY CONFIG

Adjust the key configuration.

OPTIONS

Adjust options.

> The level of detail displayed on the maps will vary depending on the ability level of the espionage agents on the SENSE of the spies deployed at that stage.

Level 1: Outdoors
Level 2: Outdoors and indoors
Level 3: Outdoors, indoors and items

Press the △ button to display different floors.
Press the SELECT button to display icon explanations.

MANAGE (SQUAD FORMATION)

Make changes to the soldiers in your squad. Here, each group is called a unit.

Units have a variety of functions. They can infiltrate a stage and

conduct reconnaissance, or conduct medical or technical research. Assign soldiers to take advantage of their abilities.

In this mode, you can distribute weapons and items. Keep balance and variety in mind when putting your squad together.

Also, you can trade soldiers with other players, as well as make "passing trades." Get new soldiers, and strengthen your squad.

FUNCTIONS OF EACH UNIT

Sneaking unit
The unit that the player controls to clear missions.
Up to four teams can make up the unit and take on infiltration operations.
Each team is made up of up to four members.

Spy unit
The spy unit collects various information. Up to four people can be deployed into a stage. The information gathered varies depending on the abilities and number of soldiers deployed on a stage.

Technical unit
Up to eight people can be registered in the unit.
Various items will be developed on a regular basis depending on the total "technical level" of the technical unit.

Medical unit
Up to eight people can be registered in the unit.
The better medical staff you have, the quicker your life recovers, and the quicker your comrades return from ICU. Only special characters will be submitted to the ICU.

Independent
Units that do not belong to a specific unit are placed in Independent. When looking to improve your Medical or Technical unit, this is a good place to look for talented comrades.

Rookies
Soldiers that are new to your squad. They can be assigned to various units.

Prisoners
Enemy soldiers you have captured in the stages fall into this category. They are still considered enemy combatants and cannot be transferred to other units.

THE UNIT LIST

The units are divided into tabs.
Sneaking unit ⸝ Spy unit ⸝ Technical unit ⸝ Medical unit ⸝ New recruits ⸝ Prisoners

The soldiers in each unit, their parameters and skills are displayed.

Name ⸝ current life ⸝ maximum life ⸝ current stamina ⸝ maximum stamina ⸝ sense ⸝ skills (handgun ⸝ submachine gun ⸝ assault rifle ⸝ shotgun ⸝ sniper rifle ⸝ heavy firearms ⸝ knife ⸝ throwing weapon ⸝ traps ⸝ equipment ⸝ medicine)

The maximum number of comrades you can have, including Snake, is 100.
Press up/down on the directional buttons to select a soldier, and left/right to select a tab.

Enter with the □ button to choose a soldier, then choose another soldier to switch their positions.

Press the △ button to enter sort mode.

Press left/right to select a parameter and enter with the ○ button.

Press the ○ button to display the soldier's status screen.

Spy units are divided by the stage to which they are assigned.
If a soldier's status is not normal, an icon will appear in front of their name.

(ICU icon): Incapacitated—cannot participate in combat until treatment is complete.

(Cyber-Survival icon): Currently deployed on Cyber-Survival—cannot do anything until extracted.

LIFE
Decreases when the soldier takes damage from attacks. The soldier dies when life reaches zero. When a soldier dies, they become incapacitated.

STMN (stamina)
When a soldier moves around, their stamina decreases.

Stamina also decreases if the soldier takes damage from attacks or a tranquilizer gun. If stamina reaches zero, the soldier will lose consciousness, and you must select another character.

SNS (sense)

This affects the amount of map detail displayed in the pause menu.

It also affects the results of intelligence activities.

SKILL

Each character has skills (special abilities). Each skill has four levels—C, B, A and S. The higher the level, the more effective an item will be, and the more accurate a weapon will be.

Handgun
Changes by level: Grouping accuracy

Submachine gun
Changes by level: Grouping accuracy

Assault rifle
Changes by level: Grouping accuracy

Shotgun
Changes by level: Grouping accuracy

Sniper rifle
Changes by level: Grouping accuracy

Heavy weapon
Changes by level: Grouping accuracy

CQC
Changes by level: Damage
S = Can use all CQC
A = Cannot use "stagger" CQC
B = Cannot use "grab" CQC
C = Cannot use any CQC

Throwing weapons
Changes by level: Throwing accuracy

Traps
Changes by level: Setup speed

Technical skill
Changes by level: Affects technical level

Medical Skill
Changes by level: Affects medical level

ATHLETE
Sneaking unit: Runs faster than normal soldiers.

QUARTERBACK
Sneaking unit: Increased throwing distance.

ARTIST
Sneaking unit: Impervious to dirty magazines.

SCOUT
Sneaking unit: Sneaks faster than normal soldiers.

RESCUER
Sneaking unit: Drags enemy soldiers at faster pace.

GAMBLER
Sneaking unit: Nails (and receives) more headshots.

DELIVERYMAN
Sneaking unit: Added ability to send items and equipment back to truck.

SURVEYOR
Spy unit: Area deployed in becomes more detailed.

SPY
Spy unit: Lowers health of enemies in area where deployed.

ARMS DEALER
Spy unit: Increases weapon rate of fire in area where deployed.

ARMS SPECIALIST
Technical unit: Increases max ammo count of all players when placed in Tech Unit.

ELITE ENGINEER
Technical unit: Greatly enhances weapons development when placed in Tech Unit.

ENGINEER
Technical unit: Enhances weapons development when placed in Tech Unit.

CHEMIST
Medical Unit: Improves development of medical supplies when placed in Med Unit.

DOCTOR
Medical Unit: Increases rate of life recovery when placed in Med Unit.

NUTRITIONIST
Medical Unit: Increases rate of stamina recovery when placed in Med Unit.

POLITICIAN
Shortens time needed to convert prisoners into comrades. Place anywhere.

Chameleon icon / new way to sneak
If a unit member is dressed like the enemy, they can slip through the enemy's guard as long as they don't act strangely. When you are able to successfully fool the enemy, a blue chameleon icon will appear in the upper-left corner of the screen. If your actions make you stand out, however, the chameleon icon will disappear, and you will be detected even by similarly dressed enemy soldiers. This sneaking technique does not apply to Snake.

Press the $\triangle$ button on the soldier's Status Screen to open the menu.

• CHANGE EQUIPMENT
1. There are four equipment slots on the Status Screen. Select a weapon for a slot with the directional buttons, and press the $\bigcirc$ button to enter.

2. An inventory list of weapons and items will appear. Select the weapon or item you want to equip with the directional buttons, and press the $\bigcirc$ button to enter.

• USE ITEM
1. The weapon and item inventory list will open.
2. Select the item you want to use with the directional buttons, and press the $\bigcirc$ button to enter.

• RENAME
Use the software keyboard to enter a new name for the character. (The name can be up to 16 letters long.)

• COMRADE DISCHARGE
Remove a soldier from the squad.

• TRADE
You can trade comrades with other METAL GEAR SOLID: PORTABLE OPS players by using the PSP® system's Wireless (WLAN) Ad Hoc Mode. Turn on the PSP® system's Wireless (WLAN) switch, and place the two PSP® systems within 32 feet of each other.

1. Switch on the Wireless (WLAN) switch on the bottom left of the PSP® system.
2. On the METAL GEAR SOLID: PORTABLE OPS Briefing Screen, select Manage.
3. Choose a soldier to trade away, then press the $\bigcirc$ button to open the Status Screen.
4. Press the $\triangle$ button to open the menu, then select Trade.
5. When a trading partner is found, information on the partner's soldier will appear.

• TRADE (SLEEP MODE) (Passing trades)

By putting your PSP® system in sleep mode and walking around, you can automatically trade soldiers with other METAL GEAR SOLID: PORTABLE OPS players using the PSP® system's Wireless (WLAN) Ad Hoc Mode. Turn on the PSP® system's Wireless (WLAN) switch, and take the PSP® system outside.

1. Switch on the Wireless (WLAN) switch on the bottom left of the PSP® system.
2. On the METAL GEAR SOLID: PORTABLE OPS Briefing Screen, select Manage.
3. Choose a soldier to trade away, then press the $\bigcirc$ button to open the Status Screen.
4. Press the $\triangle$ button to open the menu, then select TRADE (SLEEP MODE). The PSP® system will enter sleep mode.
5. If you encounter another METAL GEAR SOLID: PORTABLE OPS player in TRADE mode or TRADE (SLEEP MODE) mode, the trade will take place automatically.
6. To exit sleep mode, slide the POWER/HOLD switch on the bottom right of the PSP® system. (Holding it for too long will turn the power off—simply slide the switch and let go.)

<< BATTERIES ARE USED IN SLEEP MODE AS WELL. IF THE BATTERIES RUN OUT WHILE THE PSP® SYSTEM IS IN SLEEP MODE, THE GAME WILL NOT RETURN TO THE SAME STATE WHEN YOU EXIT SLEEP MODE. WHEN PLAYING THE GAME, BE SURE TO SAVE ON A REGULAR BASIS. >>

REPORT

When you deploy spy units to the areas, you will periodically receive reports from them. The information in the reports may be helpful during infiltration operations.

Unread reports will be marked with the "!" icon.

You can read past reports at any time.

STATUS (SQUAD CONDITION)

View your squad's condition.
Press left/right on the directional buttons to view different items.
- Squad condition
- Weapon inventory list
- Item inventory list

Squad condition
- The number of soldiers in the squad
- The number of prisoners
- Technical level
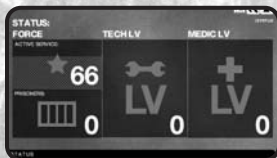
The technical level will increase if you add to your technical unit and time passes.

Equipment will be developed as your technical level increases.

An upper limit will be set depending on the skills of your current soldiers, and any levels beyond the limit will be ignored.

Look for soldiers with high equipment skills and technical backgrounds.
- Medical level

The medical level will increase if you add to your medical unit.

This affects the recovery speed for your soldiers' life and stamina.

Look for soldiers with proficient medicine skills and medical backgrounds.

TYPES OF WEAPONS AND ITEMS

• Handguns
Mk22: Ammunition (9mm tranquilizer bullets). Tranquilizer gun. Can be used with CQC. Suppressor equipped.

M1911A1: Ammunition (.45ACP). Automatic. Can be used with CQC.

SAA: Ammunition (.45LC). Revolver.

• Submachine guns
Scorpion: Ammunition (.32ACP). Small short machine gun.

Uzi: Ammunition (9x19mm). General-use light machine gun.

Ingram Mac10: Ammunition (9x19mm). Suppressor equipped.

• Assault rifles
M16A1: Ammunition (5.56x45mm). Small-bore assault rifle.

XM177: Ammunition (5.56x45mm). M16 upgraded for special forces units. Suppressor equipped.

AK-47: Ammunition (7.62x39mm). Large-bore assault rifle.

• Shotgun
Sawed-off Ithaca M37: Ammunition (12 gauge). Shortened shotgun.

Remington M870: Ammunition (12 gauge). Pump-action shotgun.

• Sniper rifles
SVD: Ammunition (7.62x54R). Dragunov sniper rifle.

Mosin-Nagant: Ammunition (7.62 tranquilizer bullets). Semi-automatic tranquilizer sniper rifle.

• Heavy firearms
M63: Ammunition (5.56x45mm). Machine gun.

RPG-7: Ammunition (85mm HE/HEAT). Anti-tank missile.

• Knives
Survival knife: Knife. Can be used with CQC.

Spetsnaz knife: Switch to first-person view and throw blades with the attack button (the □ button).

• Throwing weapons
Grenade: Hand grenade that damages the surrounding area.

Stun grenade: Hand grenade that knocks enemies unconscious.

Chaff grenade: Hand grenade that jams electronics.

Smoke grenade: Creates smoke.

• Traps
TNT: Can be exploded via remote control.

Claymore: Anti-personnel land mine. Explodes on contact.

Magazine: Distracts (most) male characters.

• Equipment
Batteries will drain as the equipment is used. When the batteries reach zero, the equipment can no longer be used. You can recharge the batteries by returning to Briefing.

Binoculars: View enlarged images of faraway objects. Cannot be used in conjunction with other weapons.

Infrared goggles: Shows heat signatures. Uses batteries.

Night vision goggles: Enhances night vision. Uses batteries.

Mine detector: Indicates nearby mines with sound. Uses batteries.

Cardboard box: A box to hide in.

Shield: Protects against attacks. Cannot be used in conjunction with other weapons.

Gako the Duck: A decoy weapon that confuses enemy soldiers.

Body armor: Bulletproof vest. Reduces damage.

Stealth camouflage: Uses optics to reduce your visibility. Uses batteries.

Ammunition (9mm tranquilizer bullets): Mk22

Ammunition (9x19mm): Uzi, MAC10

Ammunition (.32ACP): Scorpion

Ammunition (.45LC): SAA

Ammunition (.45ACP): M1911A1

Ammunition (5.56x45mm): M16, XM177, M63

Ammunition (7.62x39mm): AK-47

Ammunition (7.62x54R): SVD

Ammunition (7.62 tranquilizer bullets): Mosin-Nagant

Ammunition (12 gauge): M37, Remington M870

Ammunition (85mm HE/HEAT): RPG-7

• Medicine

Medical Kit S: Life recovery (small)

Medical Kit L: Life recovery (large)

Rations S: Stamina recovery (small)

Rations L: Stamina recovery (large)

Pentazemine: Reduces hand movement in first-person view. Increases accuracy

WAIT

Moves time forward by a half-day.

Useful for switching between day and night, or moving time forward to recover from wounds or fatigue.

RECRUIT

<< You cannot select RECRUIT until you reach a certain point in the game. >>

In METAL GEAR SOLID: PORTABLE OPS, you can recruit soldiers through a variety of methods.

Here are three ways to recruit soldiers:

• ACCESS POINT SCAN (Wireless LAN access point scan)

You can recruit new soldiers for METAL GEAR SOLID: PORTABLE OPS by looking for indoor or outdoor wireless access points with your PSP® system.
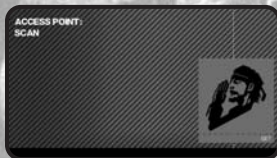
1. Switch on the Wireless (WLAN) switch on the bottom left of the PSP® system.
2. On the METAL GEAR SOLID: PORTABLE OPS Briefing Screen, select Recruit.
3. Select AP Scan, and a meter will appear.
4. The meter will move left and right depending on signal strength.
5. When the meter reaches a certain line, you will get a new character for your squad. The Status Screen for the new soldier will appear.
6. If signal strength is insufficient, pressing the ○ button will boost the meter slightly. Press the ○ button repeatedly to boost the meter.
7. Pressing the ✕ button will cancel AP Scan.

Warning: Do not use AP Scan in crowded areas, or areas where it is prohibited. Be aware of your surroundings, and do not swing around the PSP® system or peripherals.

• GPS SCAN

Use the PSP® system "GPS Receiver" peripheral (sold separately/release TBD) to recruit soldiers.

1. Connect the GPS Receiver to the USB port on the top of the PSP® system.
2. On the Briefing Screen, select Recruit.
3. Select GPS Scan, and a ring-shaped map will appear. Please note that it may take over a minute for satellites to detect your position.
4. Red dots will appear on the map.
5. Press the ○ button to zoom in or out. Capturing rings are displayed on the expanded map.
6. If you bring a white circle into the inner ring of the map and press the ○ button, you will get a new character for your squad. The Status Screen for the new soldier will appear.
7. To get the white circle into the inner ring, move around and bring your PSP® system with you.
8. Pressing the ✕ button will cancel GPS Scan.

Warning: Do not use GPS Scan in crowded areas, or areas where it is prohibited. Do not enter private property or restricted areas. Be aware of your surroundings, and do not swing around the PSP® system or peripherals.

• PASSWORD

You can enter special passwords to recruit soldiers for METAL GEAR SOLID: PORTABLE OPS. Passwords will be released via various media outlets, so be sure to look out for them.

MATCH

In METAL GEAR SOLID: PORTABLE OPS, you can use the units you create to fight against other players.

Matches can include up to six people.

You can use the PSP® system's Wireless (WLAN) Ad Hoc Mode or Infrastructure Mode to play against faraway players.

There are various modes, such as "Real Combat," in which you can take each others' soldiers, or "Virtual Combat," in which you can simply battle it out without having to ante up..

Also, "Game Sharing" is available for friends who do not own METAL GEAR SOLID: PORTABLE OPS.

THE THREE MODES

• Real Combat mode / Virtual Combat mode

In these two modes, you can use the soldiers you collect in the single-player mode to fight.

The players select one sneaking unit each, and deploy them.

The chosen unit will be sent out to the battlefield one soldier at a time.

In Real Combat mode, characters cannot return if they die during battle.

If you lose the match, your dead characters will be taken by your opponent.

(If you win the match, you can take any characters you have defeated.)

In Virtual Combat mode, there are no character transfers.

• Free Versus mode

In this mode, you can freely participate in versus battles. You can play even if you do not have your own squad.

<< You can play only in Ad Hoc Mode. >>

• Game Sharing

You can send a versus battle version of METAL GEAR SOLID: PORTABLE OPS to another PSP® system. If there are multiple PSP® systems in the same place, you can play in Free Versus mode.

RULES

Deathmatch

A match for individuals, without teams.

The player who earns the most points within the time limit wins the match.

During the match, the player with the top score earns double points, but also loses double points. Kerotan is displayed above the top player, and defeating the top player results in triple points.

Team deathmatch

A red vs. blue team match.

Defeat players on the opposing team, and reduce the opposing team's tickets to zero to win the match.

Capture mission

An individual battle for the Kerotan frog without teams.

The player who can take the Kerotan and keep it for a set period of time wins the match.

Team capture mission

A battle for the Kerotan.

The red team and blue team try to take the Kerotan to their goal area, and defend it for a set period of time to win.

Respawning

When a soldier is defeated, the next soldier in line is deployed.

In Virtual Combat mode, the defeated soldier awaits their next deployment.

In Real Combat mode, the defeated soldier is not resurrected.

Fulton extraction system (retreat)

During a match, press the L button while holding the SELECT button to retreat. Note that you cannot escape by Fulton recovery if inside a building.

If you retreat successfully, the next soldier will be deployed.

After a soldier retreats, they will recover their life and wait for the next deployment.

White flag

If you don't think you can win a match, you can choose "White flag" from the pause menu.

All soldiers defeated during the round will be resurrected, but you will lose the points you earned during the round, and your opponent's defeated soldiers will be resurrected as well. Also, resurrected soldiers are sent to the ICU (intensive care unit) when you return to Briefing.

Saluting

Press the SELECT button and R button together during a match to make the player character salute.

Pre-set radio conversations

During matches, teammates can talk via pre-set radio messages. Use these messages to improve teamwork.

A throwing weapon, the Chaff Grenade, can be used to disrupt radio communications.

RADIO COMMUNICATION CONTROLS

1. Press and hold the SELECT button to display radio communication categories. The categories are attack, defense, communication and answers.
2. Each category is assigned to up, down, left and right. Select a category with the directional buttons. To select a different category, release the SELECT button and select again.
3. After you select a category, four messages are assigned to up, down, left and right.
4. Press the directional button that corresponds to the message you want to send, and press the same directional button again to send it.
5. You can press a different directional button to select a different message.

Categories

```
                  Attacking
   Communication   ⟷   Answers
                  Defense
```

Attacking

```
                 Go, go go!
        Wait!     ⟷   It's the enemy!
                 Cover me!
```

Defense

```
              Protect the target!
        Hide    ⟷   Let's stick together
              Pull back
```

Communication

```
                  Sorry
      Please!     ⟷   Good job!
                  Good luck
```

Answers

```
                   OK
     All quiet     ⟷   Come with me!
                   No
```
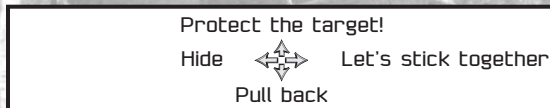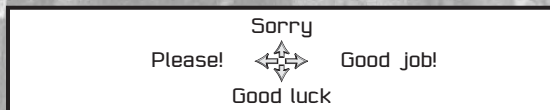
SETTING UP A MATCH

The two connection methods

METAL GEAR SOLID: PORTABLE OPS uses two versus formats—Ad Hoc Mode and Infrastructure Mode.

Ad Hoc Mode connects multiple PSP® systems directly, and is useful when players gather in the same place.

Infrastructure Mode uses the internet. With wireless LAN hardware, you can play against faraway players.

Connecting via Infrastructure Mode

<< For details regarding Infrastructure Mode, see the PSP® system instruction manual and PSP® system Wireless LAN information page. >>
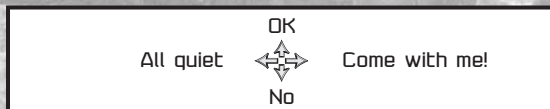
REQUIRED HARDWARE AND ENVIRONMENT

To use Infrastructure Mode in METAL GEAR SOLID: PORTABLE OPS, you will need the following equipment and environment in addition to the PSP® system and METAL GEAR SOLID: PORTABLE OPS UMD™ disc.

To use the equipment, read the instruction manuals carefully, and use them correctly. Also, before using Infrastructure Mode, connect all required equipment correctly, and adjust any settings.

• Environment to connect to the internet via Wireless LAN

An internet connection such as ADSL, cable or FTTH through an internet service provider.

• Peripheral to connect to the network

A network peripheral such as an ADSL modem and the required cables.

• Wireless LAN access point

A Wireless LAN access point that supports the PSP® system Wireless LAN functionality.

• PC

Equipment such as a PC may be required to set up the Wireless LAN access point. Read the hardware instruction manual to set up the Wireless LAN access point.

1. Turn on the Wireless LAN switch on the bottom left of the PSP® system.

2. When using Infrastructure Mode for the first time, you will need to adjust the network settings on your PSP® system. To adjust the network settings, refer to settings information from your internet service provider and settings from your Wireless LAN access point. If your network settings are already adjusted, continue with the connection.

2. From Match in METAL GEAR SOLID: PORTABLE OPS, select Infrastructure.

3. The access point selection screen will appear. To proceed, refer to settings information from your internet service provider and settings from your Wireless LAN access point.

4. When you successfully connect to the internet, the METAL GEAR SOLID: PORTABLE OPS online agreement will appear. Use the directional buttons to agree or disagree, and enter with the ○ button.

5. Login Screen
   (Log in to server) If you already have an account ID, log in from here.
   (Create an account) Create a new account ID.
   (Change password) Change the password on an existing account ID.
   (Delete account) Delete an unnecessary account ID.

6. Create an account
   (Account ID) Enter the Account ID you want, using 3 to 15 letters and numbers.*
   (Password) Enter the password for your Account ID, using 6 to 15 characters.
   (Confirm password) Re-enter the password for confirmation.
   (Save password) Select whether to save the password to a Memory Stick.
   (Player name) Enter the Player Name you want, using 3 to 15 letters and numbers.*

* If the Account ID or Player Name you want has already been registered by another player, they cannot be used. Try entering a different Account ID or Player Name.

7. Log in to the server
   (Account ID) The Account ID you registered when creating the account.
   (Password) The password you created along with your Account ID.

8. When your Account ID is authenticated, the lobby list appears.
   Select the lobby you want to enter.
9. Select an item from the lobby menu.
   (Quick-join a game) Select rules and automatically join a game
   (Join a game) Select a game to join from a list of hosts.
   (Create a game) Act as the host and set game rules.
   (Personal data) View your own records, friends list and blacklist.
   (Player ranking) View the rankings list.
   (Game options) Adjust settings for game controls and displays.
   (Online news) Important messages and event information. Please be sure to read them.
   (Personal messages) View messages addressed to you.
   (End online mode) End the connection and log out.

Quick-join a game
Join and play a game right away.

Press left/right on the directional buttons to select from the four match rules, and press the ○ button to enter. You will automatically be connected to a host, and the game will begin.

Join a game
A list of hosts will appear. Use the directional buttons to select a host, and enter with the ○ button. Various information will be displayed on the host list.

Communication status: The communication status will be shown by color.

Host name: The name of each host.

Friend list: A white mark will appear for players who have been registered to your friend list, and a black mark will appear for those registered to your blacklist.

Rules: Match rules are displayed.*

Map: The map to be used is displayed.

Mode: Either Virtual Combat Mode (VC) or Real Combat Mode (RC) is displayed.

Players: The number of players currently assembled is displayed.

VS Rating: There may be limits on the VS Rating. For "At least base rating," only players with ratings equal to or greater than the "base rating" set by the host can join. For "Not over base rating," only players with ratings equal to or less than the "base rating" set by the host can join.

Displayed when access is limited by a password.

Displayed when the rules allow friendly fire.

Weapons limits are in place.

Comment: The host's comment appears below.

* DM=Deathmatch / TDM=Team Deathmatch / CM=Capture Mission / TCM=Team Capture Mission

CREATE A GAME
Set the rules and host a game.

(Host name) Enter a name for the host, using 3 to 15 letters and numbers. Initially, the player name is entered in this field.

(Password lock) To limit access to the game to certain players, you can set a password using 3 to 15 letters and numbers. To join the game, players must know the password.

(COMMENTS) Enter information for other players to read if necessary.

(Rules/map settings) Adjust the rules and map order. Select the line you want to edit, and adjust the rules or maps.

Select from
* FIRST BATTLE
* MOCK BATTLE
* REAL BATTLE
* CUSTOMIZE

CUSTOM

Mode	Set whether soldiers really die.
Host-only	Do not participate in the game—create game only.
Unique character	Set whether to include unique characters.
Max number of players	Set the number of players that can join the game.
VS rating limit	Set access limitations to the game based on VS rating.
Friendly fire	Turn damage from allies' weapons on or off.
Eject for killing team-mate	Set a limit on the number of team kills before a player is removed from the game.
Eject for being inactive	Set whether to remove a player from the game after a set time period without controller input.
RULE SETTINGS	*TEAM AUTO-BALANCE*
Deathmatch	
Round time (minutes)	Set the time limit for one round.
Team deathmatch	
Number of tickets	Set the number of tickets.
Round time (minutes)	Set the time limit for one round.
Win Count	Set the number of rounds required to win.
Capture mission	
Round time (minutes)	Set the time limit for one round.
Capture time	Set the length of time you must keep the Kerotan to win.
Team capture mission	
Number of tickets	Set the number of tickets.
Round time (minutes)	Set the time limit for one round.
Win Count	Set the number of rounds required to win.
Capture keep time	Set the length of time you must keep the Kerotan to win.
Weapon limits	
Handguns	Set limits on the use of handgun-type weapons.
Submachine guns	Set limits on the use of submachine gun-type weapons.
Assault rifles	Set limits on the use of assault rifle-type weapons.
Shotguns	Set limits on the use of shotgun-type weapons.
Sniper rifles	Set limits on the use of sniper rifle-type weapons.
Heavy weapons	Set limits on the use of heavy firearm-type weapons.
Knives	Set limits on the use of blades.
Throwing weapons	Set limits on the use of throwing weapons.
Traps	Set limits on the use of trap-type weapons.
Equipment	Set limits on the use of equipment.

(Personal data)
View your records, friend list and blacklist.

(Your records) View your records.

(Friend list) View your current friend list.

(Blacklist) View your current blacklist.

(Player ranking)
View your current rank. There are two types of rankings:

(Score ranking) A ranking based on the total points earned during gameplay. There are also rankings based on the different rules, and a ranking for all rules combined. All rankings can be viewed based on "total rankings" and "rankings for the current week."

(VS Rating ranking) A ranking based on the rating that varies depending on your skill and experience.

10. Begin the match
(Select team to deploy) Select a team to deploy from your squad.

There will be an explanation of the rules, then Red/Blue team selection if the match is a team match, then the game will begin.

CONNECTING VIA AD HOC MODE

Ad Hoc Mode connects multiple PSP® systems directly. It is used when players gather in the same place.

1. Turn on the "Wireless LAN Switch" on the bottom left of the PSP® system.
2. From Match in METAL GEAR SOLID: PORTABLE OPS, select Ad Hoc.
3. Begin preparations for Ad Hoc communications. Use the directional buttons to select an item from the menu below, and enter with the ○ button.

(Create a game) Host a game on your PSP® system.

(Join a game)
Connect to another player's PSP® system and join a game.

(Rules/map settings) Adjust the rules and map order. Select the line you want to edit, and adjust the rules or maps.

Select from "beginning match," "casual match," "real battle" and "custom."

4. Begin the match

Select a team to deploy from your squad.

There will be an explanation of the rules, then Red/Blue team selection if the match is a team match, then the game will begin.

GAME SHARING

Game Sharing with METAL GEAR SOLID: PORTABLE OPS

With game sharing, you can use the PSP® system's Wireless LAN communications (Ad Hoc communication function) to share METAL GEAR SOLID: PORTABLE OPS with other PSP® systems.

The player giving METAL GEAR SOLID: PORTABLE OPS and the player receiving the game should each follow their respective instructions.

Also, share games from one PSP® system to one PSP® system at a time. To share with multiple PSP® systems, go through the following steps multiple times.

The person giving METAL GEAR SOLID: PORTABLE OPS needs a PSP® system and the METAL GEAR SOLID: PORTABLE OPS UMD™ disc.

1. Turn on the PSP® system's Wireless LAN switch.
2. Go to METAL GEAR SOLID: PORTABLE OPS Game Sharing. Select Game Sharing from the Title Menu.
3. Select "Send game" with the directional buttons, and enter with the ○ button. You will proceed to the sending wait screen.

The person receiving METAL GEAR SOLID: PORTABLE OPS only needs a PSP® system. No METAL GEAR SOLID: PORTABLE OPS UMD™ disc is necessary.

1. Turn on the PSP® system's Wireless LAN switch, then use the PSP® system's Home Menu to select Game Sharing. This will automatically search for PSP® systems ready to send a game.
2. The search results will be displayed. Check the game name and the name on the other person's PSP® system and select the PSP® system from which to receive METAL GEAR SOLID: PORTABLE OPS. A request will be sent.
3. When the request is approved, the screen at left will appear, and you will begin to receive METAL GEAR SOLID: PORTABLE OPS. Leave it as is until the transfer is complete.

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4. When the transfer is complete, press the ○ button to start METAL GEAR SOLID: PORTABLE OPS and begin the game.

If you turn off power on your PSP® system or end the game by pressing the HOME button, the METAL GEAR SOLID: PORTABLE OPS you received will disappear.

CYBER-SURVIVAL

You can deploy the teams from your squad out onto the internet.

The deployed team will wander the server and fight against other teams it encounters.

Select "Extract" from the menu to return your team to your PSP® system.

Depending on their combat results, they may return with prisoners or new volunteers.

1. Turn on the Wireless LAN switch on the bottom left of the PSP® system.
2. From Match in METAL GEAR SOLID: PORTABLE OPS, select CYBER-SURVIVAL.
3. The access point selection screen will appear. Refer to settings information from your internet service provider and settings from your Wireless LAN access point.
4. When you successfully connect to the internet, the METAL GEAR SOLID: PORTABLE OPS online agreement will appear. Use the directional buttons to agree or disagree, and enter with the ○ button.

If connection fails, confirm that your connections and settings are correct.

5. Login menu

(Log in to server) If you already have an account ID, log in from here.

(Create account) Create a new account ID.

(Delete account) Delete an unnecessary account ID.

6. Create account

(Account ID) Enter the Account ID you want, using 3 to 15 letters and numbers.*

(Password) Enter the password for your Account ID, using 6 to 15 characters.

(Confirm password) Re-enter the password for confirmation.

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(Player name) Enter the Player Name you want, using 3 to 15 letters and numbers.*

* If the Account ID or Player Name you want has already been registered by another player, they cannot be used. Try entering a different Account ID or Player Name.

7. Log in to the server—input each
(Account ID) The Account ID you registered when creating the account.

(Password) The password you created along with your Account ID.

8. Use the directional buttons to select an item from the Cyber-Survival Menu and enter with the O button.

(Deploy Team) Select and deploy a team.

(Withdraw Team) (Can be selected only when a team is deployed) Extract a deployed team.

(Battle report) View past combat reports.

(Ranking) View national rankings.

(Explanation) Describes how to play Cyber-Survival Mode. Read carefully before deploying a team.

(End Cyber-Survival) End Cyber-Survival and return to Briefing.

CRASH COURSE ON MPO!

The world of Metal Gear Solid: Portable Ops is a deep one. For players who want to take the single-player campaign further, keep these tips in mind:

★ Early on in the single-player campaign, players will realize that its best to form a talented Team Alpha to support Snake out on the battlefield. But the comrade system goes much deeper than just offering Snake adequate backup units.

Over at the MANAGE menu, make sure your comrades with high Technical and Medical skills are placed in the respective Technical and Medical units.

Load up your Technical unit with comrades talented in tech and soon after the unit will start developing new equipment such as infrared goggles and stealth camouflage. The same goes for your Medical unit— a talented unit will speed up the recovery time of your injured comrades.

From the BRIEFING menu, select STATUS to check the level of your Medical and Technical units. Can you get your Tech level up to 99?

★ Make sure you have at least one spy dispatches in every open territory. There are points within the main mission that require your Spy Unit to discover new locations. And to gain the ultimate advantage, send four spies to every territory!

★ Try blending in with enemy soldiers. With his special sneaking suit and reputation, Snake isn't able to fool enemy soldiers into thinking he's on their side—but your comrades can. By selecting comrades who wear uniforms similar to the enemy's, a blue chameleon icon will appear, indicating that the player can roam freely about the stage without setting off alarms. Just don't act strangely or cross enemies wearing a different style of uniform!

★ Want to know the quickest way to stand up from a crawling position? Try holding the X button instead of tapping it twice...

NOTES

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