

Metal Gear Solid 2 Grand Game Plan Translation

Translation by
Marc Laidlaw

Screen Captures
(Game Plan) by
Jesse Johnson

“It is a great honor to at last be able to share with all fans of MGS this translation of Hideo Kojima’s original vision for Metal Gear Solid 2.

Sincere thanks go to Jesse for getting the screen captures of the document, which allowed for a much easier translation process, and Ramesh for hosting it. While it does contain a few contradictions and ambiguities, which I feel a duty to bring to your attention here so you don’t think they were due to any carelessness of mine, I do not believe these detract from its merits. They are most likely due to the fact that the version of the document released was a work-in-progress and also never intended to be seen by the public. Mr. Kojima and Konami have been deservedly applauded for bringing out the first stand-alone ‘video game’ that offers a look behind the scenes at the game creation process and shares intimate details of MGS2’s development.” - Marc Laidlaw



Note: All dates are in MM/DD/YY format

Metal Gear Solid 2 Grand Game Plan

Preliminary Draft

01/08/99 Konami Japan

by Hideo Kojima

Title

Metal Gear Solid III

Written as MGSIII for short. The three Roman numerals symbolize the three tallest skyscrapers in Manhattan, the setting for the game.

Instead of proceeding on to MGS2, as one might expect, we are making MGS3. The question in peoples' minds, 'Why is it 3 and not 2?' will have a big impact.

Platform & Regions

PlayStation 2 (the next generation PlayStation), for a worldwide release.

The only language versions will be Japanese and English (the possibility of German, French, Italian and Spanish language versions will depend on sales of MGS1).

Development schedule outline

Late November '98

Analysis of PlayStation 2 evaluation-use graphics board

Late December '98

Planning outline finalized

Early January '99

Begin character and mechanical design work, planning development

February '99

Announce that MGS2 is under development for PlayStation 2

March '99

Begin PlayStation 2 basic research (acquire tools)

May '99

Research trip to America (New York). E3

June '99

Begin full-scale development

August '99

Research trip to offshore plant

Summer '01
Finish development

Winter '01
Release

Creating a sequel

With Metal Gear Solid 2, we are aiming for preserving as much as possible the pros (merits) and effects (expectations) of a sequel while at the same time creating content that makes the game easily accessible for players new to the series.

We will try to implement a multi-layered content structure that entices both players who have played MGS1 and those who have not.

However, we will not blatantly ignore the core players we acquired with MGS1 just to try to increase our player base and sales. In the following, we will consider various devices and designs that will enable us to better support new players after we have incorporated, to an appropriate extent, components from the previous game's story, characters and game system.

A look at trends found in other sequels

RPGs

Most RPGs carry over a certain game system and world while being set in a different time, with a different story and main character for each game in the series. This is a stand-alone sequel, where there is no direct continuation whatsoever in terms of story and characters, the common thread throughout the series being a game system and world. This type of sequel can be found only in the games industry.

Pro:

Players not familiar with the previous title(s) can get into the story just as easily as players who are.

Con:

Players familiar with the previous title(s) do not get to see most (if any) characters return.

3D action games

We often see in 3D action games a game that carries over a game system, world and/or characters while featuring a new adventure. The aim here is to create an improved version of the previous game's system utilizing the same mechanics found in its predecessor(s). However, this type of sequel is again a stand-alone sequel, with almost no direct continuation in terms of story. It is like an episode of certain TV dramas – carrying over a world, characters and format while creating a new story.

Pro:

Players not familiar with the previous title(s) can get into the story just as easily as players who are.

Con:

Players familiar with the previous title(s) do not get to experience much of a continuation in terms of story. No linkage between titles.

Other

There are some exceptions where a game will carry over a game system, world and/or time setting while changing the main character and featuring a new adventure from a different point of view. While there is a continuation in terms of story, we almost never see any connection or references to previous characters.

Pro:

Players not familiar with the previous title(s) can get into the story just as easily as players who are.

Con:

Players familiar with the previous title(s) do not get to see most (if any) characters return.

So what about Metal Gear Solid 2?

Metal Gear Solid 2 will aim to be an orthodox sequel.

It will carry over the entirely same world, characters, game system and story seen in the previous game, interweaving all of these components while helping new players into the game. In that sense, we will go for a true type of sequel not found in other games.

Points of note

As MGS2 is a sequel, it must explain the game's unique element (the tension of stealth), as well as how it has been upgraded as a sequel, all within the introductory section of the game, meaning the first several minutes. A game's fun factor almost always depends on its introductory section. It is not easy satisfying both new and existing players during this important opening section. However, by differentiating between players at the start of the game, we will be able to provide an experience tailor-made for each group.

Existing players

- Place emphasis on the improved quality over the previous game, and the surprise this will generate.
- Focus solely on Snake's explanation of the current state of affairs.

Pro:

By having players of the previous game start from the Tanker Chapter, they will be familiar with the characters, and will also be able to see where the game has been improved.

The continuation of the previous game's story will give depth to the game world.

New players

- Convey in easy-to-understand terms the tension and game system found within the stealth genre.
- Feature new characters and focus solely on explaining the game's new environment.

Pro:

Having the player start from the Plant Chapter will make it easier for someone not familiar with the previous game to get into the story. It will also be easier for them to come to grips with the game system this way.

An advantage

As it is thought that the **PlayStation 2 will be completely backward compatible** with the original PlayStation, players will have a platform that allows them to play both MGS1 and MGS2 on one machine. We could therefore possibly look into releasing a package that includes both games.

One additional feature

We will include with the game a journal-style novel called *In the Darkness of Shadow Moses: The Unofficial Truth*, which summarizes the story of MGS1. It will either be included in small book-form, or be found in the game itself. Told from the perspective of a journal of events kept by Nastasha, it will not only contain information about the previous game, but foreshadow events in MGS2 as well.

Target Audience

Main Target:

Middle school students and independent adults, mainly males (MGS1's core player base).

In regard to players who have played MGS1

(Characteristics of an orthodox sequel)

Time setting

As the story is a continuation of the previous game's, taking place several years after MGS1, players will be able to look forward to the game as a true sequel.

Characters

Certain characters (such as Snake and Ocelot) will return, giving the game depth as a sequel. We will also mention what has happened to characters such as Nastasha and Mei Ling, though they will not actually appear in the game; this will help fill in the time gap between the two games.

Game mechanics

For players who already know that this is a 'game of hiding', it is not necessary to include features (such as an introductory stage or VR training) to help them understand the game system. We will instead create a separate opening for players who have played MGS1, in order to give them a feel of the grander scale of the sequel. Here we will emphasize the parts of the game (such as the number of enemy soldiers) that have been improved upon from the previous game. (Tanker Chapter)

Answers to questions

We will provide a level of explanation for certain leftover questions, such as more about 'Solidus', who appeared in the conversation at the end of MGS1, and FoxDie, still present in Snake's body.

In regard to players who have not played MGS1

Characters

We will have the player control a different character from Snake, so that they can enjoy the game's story even if they have not played the previous game. They will be able to empathize with this character regardless of the fact they are new to the series. (Plant Chapter)

Game mechanics

We will include a feature (an introductory stage) like the one in MGS1 to help players understand that this is a 'game of hiding', and having the new playable character a new recruit to FOXHOUND will enhance this. Players of MGS1 will relearn the basics of the game system as this rookie soldier who is different from Snake. There will be flags in the game program that indicate whether the player is a new player or not, which will prompt additional information and explanations to appear throughout the game when appropriate.

Note: We will turn off this additional support for existing users, as it would become a hindrance.

Acquiring female players (only a sub-target)

Characters

With Raiden (someone appealing to women), instead of Snake, as the main character, we will have a character in which women can more easily empathize. He is the antithesis of the older, hard-boiled image of Snake.

Story

Having an iconic female character (Fortune), like in the previous game, as well as an ordinary woman involved with the main character, will add both a realistic and romantic element to the game.

'The 21st century will be the age of women, when women will protect men'

How MGS2 will differ from other game companies' cinematic titles

It is not hard to imagine that all the premier PlayStation 2 titles currently under development by other game companies will most likely be aiming for a cinematic quality to their visuals, involving the playback of CG-rendered graphics on the system. Indeed, high-quality visuals such as CG movies as seen in video games are in some respects still a new area of graphics, and will no doubt become a much-talked about topic as time goes on. Furthermore, a movie-quality game will not only ensure high sales for that title, but for the PlayStation 2 format as well. However, that sort of direction will not change a game's mechanics at all. We have already seen games that have incorporated high-quality CG character models and backgrounds. In addition, we would not be able to compete with other companies when it comes to such visuals, when you consider the difference between them and us in terms of the know-how they have acquired as well as their financial investment toward it.

With Metal Gear Solid 2, we will not try to improve the quality of all the various areas of the game's visuals, but instead use the hardware's capabilities to implement certain features that were previously impossible. An example would be limiting the character models to 1,500 polygons and using the extra power obtained as a result to increase the number of simultaneous on-screen enemy soldiers to several hundred. Or, we could have dead bodies remain indefinitely. Whatever the case, we will use the machine's advanced capabilities to *expand the game's mechanics*. **We will use the PlayStation 2's capabilities to strengthen Metal Gear as a game. Instead of building up its visuals, we will build up its world.**

We will not pursue cinematic visuals!



We will pursue a realistic world!



We will use the hardware's capabilities to create a realistic reality!

The concept behind Metal Gear Solid 2

Metal Gear Solid = the tension of stealth (maximum thrills)



Heightening the game mechanics of maximum thrills even further!

Metal Gear Solid 2 = a sequel



Creating a sequel that surpasses the expectations for a sequel



Heightening the 'tension of stealth' as only the PlayStation 2 can do – *the hardware*



Heightening an artificial world as only Metal Gear Solid 2 can do – *the game plan*



Creating a game experience unlike anything seen before!

A completely new game will be born by pursuing a realistic reality through a sequel and new hardware.

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A new (true) 3D game experience that offers a new experience for gaming as a whole as well.

We will focus our attention on certain ideas that we have not able to implement on previous machines due to processing and RAM limitations.

2 important points (keys) for a sequel

1) Creating realistic enemies (numbers and intelligence)

By giving soldiers personalities (through their actions and individual traits) and having them appear in more realistic numbers, the approximately 80% of the game spent playing hide-and-seek with them, plus the combat, will become more fun.

2) Creating realistic environments (physical elements, shadows, lighting, weather)

By incorporating a natural environment into the game world, previously difficult to do, the tension of stealth will be further emphasized.

Main areas of note

The number of enemies

We will be able to implement with the PlayStation 2 several features that previously had to be taken out due to shortcomings in processing capabilities. In the previous game, only 4 to 5 enemies could be shown on-screen at a time. Now we will be able to display a maximum of around 300 enemies on-screen at a time, driving up to epic proportions the tension the player will feel when discovered. We will be able to create, using in-game graphics, battle scenes the likes of which seen in films such as *Starship Troopers* and *Mulan*. The beginning, middle and finale of the game will all feature the maximum number of enemies on screen simultaneously.

Bodies that do not disappear

An additional feature that was cut before due to processing capabilities – soldiers' bodies remaining after they die – will also be implemented. This element of 'bodies that remain' will force players to rethink the way they play the game, as they will have to hide a soldier's body after they have been taken down. This will increase the tension of the stealth aspect of the game.

Shadows

This is another effect that has been left out due to hardware limitations. Displaying enemies' and the main character's shadows in real-time will add a new method of detection to the game. With the introduction of complete shadow rendering, the stealth aspect of the game will become even more realistic.

We will also try to implement yet another feature left out of previous Metal Gear games – shadows cast by the terrain and background (and bending when hitting walls), as well as the use of powerful searchlights. These shadows will also become a method of detection, and will expand the strategy elements of the game.

As much real-time shading as possible!

We will create ways for the player to be able to control the brightness of their environment, making 'light' another strategy element that can be used in the game.

- All rooms have light switches that can be turned on and off.
- If you destroy a light, the area around it goes dark.
- If you equip the cigarette item while in the dark, it will emit a faint light.

Items related to the dark:

- Cigarettes (received from Snake at the start of the Plant Chapter)
- Flashlight (attached to handgun)
- Night vision goggles

Strengthening enemy AI

By strengthening and expanding the enemy AI, we can make enemy behavior more realistic. With the implementation of enemy strategies such as coordinated and cooperative actions, as well as special formations, the tension of the combat will be greatly increased. Furthermore, with the battles between the individual (the player) and the group (the enemies) becoming more realistic, we will indirectly convey the fear of being discovered and the feeling of stealth's relentlessness.

For this we will form an AI unit, comprised of dedicated programming sub-units.

We will turn the enemies into a *proper, trained unit*, whereas before it was the case of the player versus a mass of unconnected individuals. By having the combat become a situation of 'one versus many', the tactics for it will naturally expand. In addition to unit formations, weapons used, gestures, finger signs, speech, and eye movement (this latter feature achieved through a special program), we will include other elements that give the impression the enemies are working together. We will work around areas that cannot be handled by the AI through other means.

New enemy characteristics

Facial animation

Specific eye movement (via a special program)

Finger signs

Individual movement → Unit movement

↓ ↓ ↓

Mass of unconnected individuals

→ Formation tactics (numerous)

We will also add analogue elements to the enemies' senses of sight and hearing. If they are in a dark area, or one with loud noise, this will affect what they can see and hear. We will add a sense of smell depending on the location and certain conditions as well.

Areas to look into

1) Enemies helping one another

We will look into whether enemies will aid their comrades. If one of them becomes injured, will they stop to help him out?

2) Enemy names

We will give every soldier a name, located on their chest. We will also vary their textures. The player will also be able to obtain dog tags from fallen enemies. This will make clear at the end of the game how many enemies the player has killed. However, collecting dog tags will not be one of the game's primary objectives.

After an injured soldier has received treatment (lasting a set period of time) in a medical room, they will return to the game field. The area of the body where they were injured will be covered in a bandage texture. If you attack a medical facility, you can prevent this from happening again. (The underlined section has been dropped.)

The notion of height

Previous Metal Gear games have involved, for the most part, fighting on level surfaces, with level surface layouts throughout the game. With MGS2, we will add the sort of depth only 3D can offer – attacking and performing actions from, for instance, above the ceiling of a room or from underwater; devices that take advantage of the game's multi-leveled environments; and multi-leveled links between areas. This will

result in an additional vertical tension and strategy beyond what was present before. It will be possible to attack from such places as above ceilings, from underwater or from underneath floors.

Scenes involving a large number of characters

US Marine Corps formation scene (Tanker Chapter)

The Marine Corps Commandant is delivering a speech in front of a group of about 200 Marines. Snake sneaks around while listening to the speech. All in real-time.

Metal Gear RAY^[1] later becomes active, with the soldiers running around trying to escape. Half-interactive.

Hostage confinement scene (Plant Chapter)

The plant's workers (50 to 60 people) are being held hostage in an area resembling a gymnasium.

Taking out a unit with a PSG1 (Plant Chapter – Rescuing Emma)

The player must take out a unit (comprised of about 50 soldiers) with a PSG1 in order to save Emma. They will charge forward one after the other, and must be eliminated before they reach Raiden's sniping position.

Emma's death scene (Plant Chapter – Briefcase Mission)

Emma is on the brink of death, with Snake tending to her. Raiden must hold off the mass of approaching enemies until she dies.

Underwater graveyard (Plant Chapter)

After Arsenal becomes active, the area with the hostages is cut loose. The bodies of the hostages (50 to 60) can be seen floating in the water, crimson from all the blood, and have attracted sharks. Raiden and Snake must proceed through the area.

Gurlukovich's soliders' uprising (Plant Chapter)

Sergei is killed by Ocelot at the end of the game^[2]. Following this, Gulukovich's soldiers attack Solidus's troops in an attempt to carry on Sergei's wish. Raiden and Snake fight Solidus and Ocelot, who are piloting Metal Gear RAY, as the battle between the two units unfolds around them. The soldiers are trampled by the Metal Gear. All in real-time.

Battle on Wall Street (Plant Chapter)

A battle that takes place on Wall Street (at Federal Hall) – Snake versus Ocelot (controlled by Liquid's right arm), and Raiden versus Solidus. Surrounding them are spectators and police officers, including mounted police. All in real-time.

Concepts & Themes

¹ It should be noted that Metal Gear RAY appears in various places in the document with the Kanji character 零 (*rei*), pronounced 'ray' and meaning 'zero' or 'cipher'. Incidentally, the same character is also used as the first character in the compound noun for the Japanese World War II fighter plane, the Zero.

² This is a contradiction. Elsewhere in the document, Mr. Kojima says that Sergei is killed at the end of the Tanker Chapter. He appears to deviate between these two scenarios.

What do we leave (pass on) to our children (the future generations)?

1) The previous game talked about freeing oneself from the bonds of DNA, but MGS2's theme will focus on how we pass on (leave) that which is not encoded in DNA (our inherent nature), such as our soul (memories) and the way we live our lives.

- The S3 Plan (contrasts with the Genome Soldier Project, which dealt with our inherent nature)
- The relationship between Otacon and his younger sister (the genes in the nucleus)

2) Environmental issues; how we leave the environment for future generations

(The global environment, nuclear weapons, peace, environmental hormones, etc.)

- Tanker oil spills (Tanker Chapter)
- Metal Gear (nuclear issues)
- Environmental issues and environmental protection groups (such as NGOs)
- The oppression of children resulting from civil wars and escalated conflicts (Raiden's past)

3) Passing on memories (thoughts)

- The main character's false memories and past
- Passing on facts and incidents (a blood-stained history)
- Artificial intelligence (digital personalities that do not actually exist) – the Patriots' mentality controlling America

4) The parts of one's identity not constricted by biological barriers (the previous game dealt with genes)

- Names (Raiden's codename; dog tags)
- Family lineage (Raiden's false life, his cursed life and his past)

Social Themes

The digitization of the military

- The effect of phenomena such as restructuring due to expenditure cutbacks
- The development of high-speed supercomputers (quantum computing) and combat simulations
- Around the time of the Gulf War, a force of 761,100 US troops is reduced to 495,000, and subsequently restructured. After the end of the Cold War, the escalation of regional conflicts leads to the call for a rapid reaction force that is both complex and precise, flexible and multipurpose – all of which were unnecessary to military units during the Cold War
- After the accidental bombings that occurred during NATO's bombing campaign over Yugoslavia, as well as discovery of the limits to high-tech bombing and the failure of the Genome Soldier Project (the Shadow Moses incident), the military decides to digitize itself in an attempt to reduce the human role on the battlefield



A digital battlefield (simulations)

- The digitization of soldiers (the creation of soldier models)
 - The S3 Plan (the digital aspect of personality)
- Force XXI
 - The Arsenal Gear Project
- The digitization of soldiers
 - Data collection and management through nanomachines
- Ultimate crisis management and privacy protection (the end result of a society of sophisticated information control)



The (constructive) digitization of operational planning

- Digitized full dimensional operations
- Advanced Warfighting Experiments (AWE), Roving Sands Exercises
- Theater Missile Defense (TMD) exercises using Arsenal Gear

The digitization of everyday life

- The introduction of wearable computers
- Augmented reality
- Snake's Soliton radar, Codec, nanomachines and biochemical IC chip



The effects of digitization on personality

The aim of the story

A series of betrayals and sudden reversals, to the point where the player is unable to tell fact from fiction. This is extremely difficult to implement in an action game, but we are aiming for the type of development and structure seen in the film *LA Confidential*. Our intention with the previous game was to have a very clear and understandable story, but this time, we will aim for an entertaining story, with a lot of foreshadowing.

Every character lies to (betrays) someone once

A series of spy vs. spy and betrayals!
A game iteration of *LA Confidential*



Fact and fiction! Not everything your eyes tell you is the truth



What is real, and what is fantasy?
Can one tell the truth even while inside a virtual reality?
Is what we call reality the truth?

- These are problems a digital society as well as the gaming generation will one day face
- Violence, reality and non-reality in games and anime



Ironies aimed at the digital society and gaming culture!

- The AIs created by Arsenal – the Colonel, the girlfriend and the data^[3]
- Bloodshed in video games, virtual training in a VR world, VR nuclear testing
- The S3 Plan
- Automated stock exchanges, artificial stock markets, digital money
- The location of AI

Its world (genre) concept

The game will not in any way become some sort of near-future sci-fi world. It is espionage action with its own take on what form the military will have in the future. We will strive to ensure that the machines, characters, costumes, weapons and equipment remain based on our reality.

Tactical Espionage Action

Like the previous game, the focus of the game will be to enjoy the atmosphere of espionage from an action basis. The action is the most important element, with all other elements such as the storyline and visuals coming second.

Military Keywords

- Arsenal Ship^[4]

³ This probably refers to Max, but is substituted with the word ‘(the) data’ to, in my guess, match the other elements mentioned that Raiden has to deal with during his mission (i.e., ‘the Colonel’, ‘the girlfriend’). The word ‘data’, used in this sense, is not mentioned anywhere else in the document.

⁴ This is an actual project still under consideration by the US military, and is not to be confused with Arsenal Gear.

- Force XXI
- Cyberterrorism (and anti-cyberterrorism units)
- National Missile Defense (NMD)

Game world outline

Time and setting

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1) Tanker Chapter

Time:	2006 (1 year after MGS1)
Setting:	Arsenal Ship (disguised as an oil tanker)
Main characters:	Snake (Dave) Otacon (Hal) – provides support via Codec
Play time:	30 minutes
Objectives:	Infiltrate tanker → Destroy new Metal Gear (Metal Gear RAY)
Flowchart:	Infiltrate tanker deck (amid fierce wind and rain) → Infiltrate interior of ship (featuring lighting mechanics involving a flashlight and night vision goggles) → Infiltrate holds (containing 300 soldiers) → Plant C4s on Metal Gear before speech is over → Ocelot activates Metal Gear!

2) Arsenal Chapter (the main game)

Time:	2007 (1 year after Aircraft Carrier Chapter ^[5])
Possible dates:	April 30 th , 2007, the anniversary of the day George Washington declared independence in New York City (Washington was inaugurated as the first President of the United States at Federal Hall on April 30 th , 1789) Black Monday, the day of the collapse of the New York Stock Exchange
Setting:	Arsenal (offshore plant near New York Harbor)
Main characters:	Raiden The Colonel – provides support via Codec
Play time:	5–6 hours
Objectives:	Infiltrate offshore plant → Rescue the President → Encounter Vamp & Snake → Contact security guard → Defuse C4s → Deactivate PAL → Destroy AI (Washington) → Destroy Metal Gear RAY → Arsenal's rampage → Defeat Solidus

⁵ It is my guess that Mr. Kojima used this and 'Tanker Chapter' interchangeably, as he has stated elsewhere that the game's opening chapter was originally going to revolve around an aircraft carrier.

Flowchart:

- 1) Rescuing the President → Encounter with Solidus → The President dies (rescue fails)
- 2) Meet up with bomb squad → Defuse C4s planted inside plant → Underwater defusal
- 3) Destroy Metal Gear RAY → Deactivate PAL → Rescuing Emma → Snake is tortured (making it appear as if he has died), Raiden is tortured (using sodium pentathol) → Emma dies
- 4) Eliminate Dead Cell → The real leader (Solidus) → AI Room (the President's security team) → The S3 Plan (the Patriots' plan) → Destroy AI Room (the President's security team) → Olga Gurlukovich's confession
- 5) The finale → Battle with Metal Gear RAY → Arsenal activated (goes on a rampage)
- 6) Destroy Arsenal → Plant C4s → Explosion → Escape
- 7) Eliminate Solidus → Boat chase → Battle on Wall Street (sword fight)

Note: The years in which the game takes place will not be specified in the game.

The state of the world

A single MO disc revives the threat of nuclear weapons!

The MO disc containing Metal Gear REX's exercise data, recovered by Ocelot, has circulated (been sold) around the world, resulting in every nuclear-equipped country developing its own Metal Gear (which would fire stealth nuclear warheads from its rail gun).

Metal Gear's base technology has spread not only to the other of the Big 5 nuclear states, but to countries such as Iraq and North Korea as well.

The main reason behind the time limit in MGS1, START 3, has still not been signed in light of the revelation of the Shadow Moses incident. Tensions with Russia are rising over the Anti-Ballistic Missile Treaty (ABMT) and its effect on National Missile Defense (NMD) development, with Russia now no longer able to economically support a large nuclear arsenal.

In truth

The exercise that took place at Shadow Moses was a failure, the technology to launch a stealth warhead by rail gun still incomplete. Ocelot and Solidus covered up this fact in the MO disc's data, purposefully leaking false data to the countries of the world in order to bring back worldwide nuclear deterrence. The leaking of the Shadow Moses incident was also done on purpose (which is why Nastasha's book was allowed to be published).

Everything was done for the purpose of advancing the Arsenal Metal Gear Project. Solidus leaked the disc's data with the knowledge that countries like Iraq and North Korea will never complete a Metal Gear.

The return to an era of nuclear arms!

Amid the growing fear toward all the Metal Gear clones being developed around the world, America begins developing anti-Metal Gear interceptors. The amphibious Metal Gear RAY is one of these weapons, designed to combat other Metal Gears. The Metal Gear interceptors are not only able to launch their own nuclear warheads, but can shoot down missiles launched from other Metal Gears as well, similar to the notion of Theater Missile Defense (TMD). They become a part of NMD, the objective of which is the

shoot-down of missiles targeting US soil, in order to strengthen the program. Metal Gear RAY is attached to the Marines, while the Metal Gear seen in MGS1, Metal Gear REX, belongs to the Army.

The US government, feeling threatened by North Korea's test-fire of the Taepodong missile, delays the deployment of the NMD system until 2005, having decided to invest an additional \$6.6 trillion in it (the total cost now being \$10.5 trillion, three times its original budget). On January 21st, 1999, Defense Secretary William S. Cohen announces that Russia has deployed a new set of MIRVs (to be launched by a Metal Gear?) in response to America's decision to consider amending the ABMT in light of NMD, thus delaying the ratification of START 2, with hope for its activation fading.

A rogue state (Iraq or North Korea) is suspected of developing a Metal Gear! US air strikes are imminent!

Suspicious arise that Iraq (or North Korea) is developing its own Metal Gear (though it probably does not have the technology to fully complete it). In light of this, the United Nations Special Commission (UNSCOM) decides to conduct nuclear inspections inside the country (having presented documents it has uncovered related to the country's Metal Gear development). However, Iraq refuses UNSCOM's demand, with the US deciding to use military force (air strikes) in response. In an attempt to prevent the air strikes, Iraq takes the 100-member inspection team hostage (they had already moved into the country unannounced beforehand with the intention of conducting surprise weapons inspections). The hostages are comprised of 80 members of UNSCOM as well as 10 VIPs from the International Atomic Energy Agency (IAEA). The US, undeterred by this, plans to go ahead with the air strikes, thus starting a second Gulf War. It is under this tense state of affairs that the Plant Chapter begins.

The irony sets in that no matter the time, the world continues to behave the same way.

The inspectors' demands are: the hand-over of all documentation on Metal Gear; the implementation of camera surveillance of the country's weapons facilities; the questioning of certain officials and employees; the inspection of facilities with the capability of developing a Metal Gear; and the abandonment of all Metal Gear development.



With the death of the President at the beginning of the Plant Chapter, the green light for the air strikes is delayed and the chain of command thrown into disarray, though his death is actually a ruse.

At the end of the game, the Iraqi government agrees to UNSCOM's demands, and the crisis is averted.

News clips tie up events. The conflict will have a dark ending that hints (the notion of fact and fiction) at everything that actually went on behind the scenes, including the existence of Arsenal Metal Gear.

The Shadow Moses incident becomes public! The existence of Metal Gear is known to the world!

With the publication of Nastasha's book, the Shadow Moses incident and the Metal Gear Project are made public through the mass media. Courts around America debate how much information to reveal to its citizens in regard to the 'right to know' classified information. In any case, it has become universally recognized that there exists a weapon called Metal Gear. The rumor that various countries around the world are developing their own Metal Gears based on the leaked exercise data from REX has also become well known. The idea of the revival of nuclear deterrence in light of these facts is now seriously being considered, with some even starting to argue that Metal Gear development is essential to nuclear deterrence.

The base on Shadow Moses Island is currently being used as an anti-ballistic missile base. In addition, the missile bases previously located in North Dakota have been moved to Alaska after the test-firing of the Taepodong missile increased fears toward North Korea.

The anti-Metal Gear organization (an NGO)

An anti-Metal Gear organization, Philanthropy, has been formed by Nastasha, one of over 6,000 international non-governmental organizations (NGOs) currently in existence. It boasts supporters from all over the world, connected through the Internet. Its official activities consist of conducting Metal Gear-related investigations, with Nastasha appearing before bodies such as the United Nations Conference on Disarmament, extolling the end to all Metal Gear development and use. However, its real activities involve the destruction of Metal Gears at the hands of Dave (Snake). He will infiltrate a country said to have a Metal Gear, investigate whether or not the claim is true, then destroy it if it is. It is an unconventional approach, the details of which not made public for obvious reasons. Otacon had temporarily quit his work as a scientist, but after learning that more Metal Gears were being developed, he joins the fight with Snake to ensure the eradication of Metal Gear (and with it nuclear weapons). 'Philanthropy' is a word of Greek origin meaning 'a love for humanity' and 'charity'. Nowadays, instead of physically destroying the Metal Gears and other machines, the group will obtain information about new incarnations through Otacon's hacking, as well as satellite imagery and other resources provided by Mei Ling, in this way gathering evidence (photographs) which they then present at the UN.

Members participating in destroying Metal Gears

Dave (Snake)

Otacon (Hal)

Otacon could be likened to 007's M. He develops new sneaking suits and equipment for Snake.

Philanthropy's financial resources

The organization was set up with the money Nastasha made from her best-selling book, *In the Darkness of Shadow Moses: The Unofficial Truth*. (NGOs are currently confronted with numerous financial worries – organizations such as Oxfam and Greenpeace are faced with problems such as budget cuts, plummeting membership and trouble raising funds.)

In the Darkness of Shadow Moses: The Unofficial Truth will either take the form of a type of paper media packaged in with the game, or be found in the game itself.

In truth

Otacon does a lot of cracking, lifting money from slush funds and electronic accounts from all over the world. He and Snake have become wanted criminals, and can be found on the FBI's and CIA's lists of known terrorists.

Mei Ling

Mei Ling currently attends MIT while also working for a private company called Cosmowatcher Services (a provider of satellite imagery).

The National Imagery and Mapping Agency (NIMA), part of the Defense Department, has begun to employ so-called 'business imaging', signing contracts with several private companies (including Mei Ling's employer). It cites cost reduction as well as the need for insurance (in case it encounters problems with one of its spy satellites at a critical time) as the reasons. Mei Ling passes on the research results obtained in this field to Snake and the rest of Philanthropy.

Naomi

Naomi fled the country after the Shadow Moses incident, and is now said to be volunteering at the headquarters for the NGO Médecins Sans Frontières in France.

The disbanding of FOXHOUND

After the revelation of the Shadow Moses incident, FOXHOUND is immediately disbanded and the Next-Generation Special Forces taken into protective custody, with many of the soldiers placed in solitary confinement. The Genome Soldier Project, which infused its subjects with the so-called 'killer instinct' found in Big Boss's genes, is also abandoned.

An 'N Army' comprised of soldiers fitted with nanomachines has since been adopted in place of the Genome Soldiers.

Solidus, the President

Solidus is in the last year of his second term in office, having blamed the Shadow Moses incident and the REX Project on the Secretary of Defense. He is killed at the start of the Arsenal Chapter.

In truth

He has a double posing as him, having gone underground when Arsenal was completed. The mastermind behind much of the game's events, he is the true leader of Dead Cell. He plans to use Arsenal to cause a high-altitude nuclear explosion, wiping out all the electronic equipment, data and digital money on Wall Street, plunging the world into total chaos.

In 2005, the New York Stock Exchange is completely digitized, turning it into an unmanned mass of computers with a single host computer conducting all transactions.

The NASDAQ stock exchange, whose primary facility is located in Connecticut, next to one of the residential districts of New York, is the second biggest exchange in the world. It contains 30,000 computer terminals, all linked to a host computer center.

Solidus has run simulations, using artificial stock markets, to determine the level of global chaos the destruction of Wall Street would produce.

The world's first artificial stock market was created at the Santa Fe Institute, located near Los Alamos, New Mexico. Known as the Santa Fe Artificial Stock Market, it was created by John Holland and Brian Arthur, two academics with backgrounds in a wide range of disciplines.

Starfish Prime

The name for the test above Johnston Island in 1962 that gave birth to the idea of using nuclear weapons as electromagnetic weapons, utilizing the intense electromagnetic pulse given off by a nuclear explosion to destroy electronic circuitry. The phenomena is said to be the result of the Compton effect, or the scattering of photons that occurs with a nuclear explosion, as well as scalar electromagnetic waves, which are caused by the changes in electrical charge that accompany nuclear fission.

Solidus's plan is to capture Arsenal using Dead Cell, along with Gurlukovich and his troops, and demand a massive ransom.

The use of nanomachines by medical organizations has already begun. Therefore, an electromagnetic pulse from a nuclear explosion would also threaten the lives of the tens of thousands of people currently

undergoing nanomachine treatment. At the same time, it might also have an effect on Gurlukovich's soldiers, Solidus's soldiers, and even Raiden as well.

Ocelot

After the Shadow Moses incident, Ocelot, having obtained the MO disc containing the data on REX, betrays his boss Solidus, selling copies of it to countries all over the world, including North Korea, Iraq and other Middle Eastern states. He links up with Colonel Gurlukovich (including his daughter Olga and his troops), obtaining financial resources and conducting acts of terrorism in order to rebuild Russia. They steal the American-developed anti-Metal Gear interceptor, Metal Gear RAY, during the Aircraft Carrier Chapter^[6].

In truth

Ocelot is working with Solidus to enable them to use Gurlukovich's unit for their own ends. The unit consists of the Colonel's own troops, as well as former members of the now-disbanded Next-Generation Special Forces (the Genome Soldiers, who have been placed under detention), and numbers over 1,000 men. Gurlukovich is killed by Ocelot at the end of the game.

Back story

Tanker Chapter (only available to players who have played MGS1)

Having learned of the development of a prototype Metal Gear interceptor (an amphibious Metal Gear), Snake, working for the anti-Metal Gear organization Philanthropy, infiltrates a large tanker traveling through New York Harbor. Supported over the Codec by Otacon (Hal), Snake (Dave) discovers a new type of Metal Gear (Metal Gear RAY) inside the ship. Also inside are several hundred US Marines as well as the Commandant of the Marine Corps, hardly the sort of deployment supposedly there only to guard RAY. The Marines are members of a Marine Air-Ground Task Force, or a MAGTF.

Snake finds it suspicious that surface and aerial warfare troops attached to an amphibious unit would be charged with such a mission.

Commandant:

There are those who believe this project is cursed...

Commandant:

The actions of the previous CNO [Chief of Naval Operations] were indeed regrettable.

Commandant:

Some say that the strategic importance of aircraft carriers will be reduced by the completion of RAY.

Commandant:

The opposition from the Navy is an undeniable fact.

Commandant:

There is a lot of pressure from Navy brass, especially those with submarine and air background.

Commandant:

But this project is vital to the Marine Corps.^[7]

⁶ See 5.

⁷ A version of the first two lines of this section can be found in a draft of the game's Japanese script, as part of the Commandant's speech (see Appendix). As the latter four lines remain in the final game virtually unchanged, I used here the translations found in the English version of the game.

Avoiding the troops (he cannot use firearms) and knocking them out when necessary, Snake makes it to the Metal Gear. But then at that very moment, Ocelot and Gurlukovich suddenly appear, seizing the prototype. After taking control of it, Ocelot kills the Commandant, crushes Gurlukovich and his men, and fires a massive beam from its mouth, sinking the ship along with Snake. Ocelot then disappears into the depths of the ocean.

Sergei:

Ocelot!! You sold us out!^[8]

[Page 4]

In truth

The tanker was actually Arsenal Ship, disguised to hide its true nature. Arsenal Ship had moved into Phase IV and was in the middle of a test exercise. Its true objective was not only the transport of the new Metal Gear, but this test exercise as well. The commander of the operation was the Marine Corps Commandant, who both devised and advanced the project. The Arsenal Ship Program had reemerged after the failure of the REX Project, but Solidus, wanting to move the Arsenal Gear Project (headed up by the Navy) forward, kills the Commandant and sinks the prototype ship to the bottom of the ocean. The REX Project was the brainchild of both the Chief of Naval Operations and the Chief of Staff of its antithesis, the Army. In order to give Arsenal, which possesses no attack ability itself, anti-submarine defensive capabilities, it is loaded with the amphibious Metal Gear RAY. Solidus and Ocelot's real objective was to scuttle the ship and put an end to the project.

Connections to the previous game

The Arsenal Ship Program, initiated in 1996, initially fell through in 1998.

ArmsTech, the company behind the REX Project, lost its bid to build Arsenal Ship at Phase II. Wanting to advance (obtain funding for) the REX Project, ArmsTech, led by Kenneth Baker, were able to win over the DARPA Chief, Donald Anderson, and assassinate the proponent of Arsenal Ship, the 25th CNO. Arsenal Ship was the CNO's pet project. However, the revelation of the Shadow Moses incident put an end to the REX Project, and Arsenal Ship resurfaced under the Marine Corps, who carried it to Phase IV.

Story

Plant Chapter (the main game)

Approximately one year after the sinking of the tanker off the coast of Manhattan...

An oil fence has been laid around the New York Harbor area in order to contain the crude oil leaked from the tanker, with all ports on the harbor remaining completely closed and off-limits to the public until the oil has been recovered and the water decontaminated. The tourism industry, once one of the city's principle sources of income, has fallen into decline due to the pollution in the water as well as the stench constantly emanating from it. Environmental groups carry out demonstrations and rallies around the closed-off areas on an almost daily basis.

After the accident, a massive offshore decontamination facility, Big Blue Apple, is constructed at the site of the spill, its purpose to salvage the tanker, recover the oil and remove the pollution from the water. Although its decontamination facilities operate around-the-clock, day and night, it is now a year after the

⁸ The original Japanese here is similar to the Japanese equivalent of Sergei's line in the final game, 'Ocelot, you...! Have you sold us out?'

accident and the cleanup work still remains to be completed. The media and the public are beginning to question both the federal government's and the city's response to the problem.

The American air strikes on Iraq (or North Korea), in retaliation for the country's refusal to agree to weapons inspections, are scheduled to begin two days from now...

It is on this day that the offshore decontamination facility is captured by members of Dead Cell (a Navy SEALs anti-terrorism training unit), after they occupied the plant under the guise of conducting a drill.

They have also taken hostage the President as well as a VIP from an environmental group, both of who were there inspecting the plant at the time.

This is a critically important time for the President, with the deadline for confirming the air strikes fast approaching.

The terrorists, having planted C4 explosives around the plant, order the surrounding area cleared. Should the facility explode, it would turn the entire harbor into an inferno and render the city of New York uninhabitable for half a century.

Their first demand is the release of the Genome Soldiers, imprisoned after the Shadow Moses incident.

Several hours after the FBI and the NYPD finish closing off the area, an unidentified unit (Gurlukovich's private army) consisting of several hundred soldiers lands on the plant.

The terrorists are calling themselves the 'Sons of Liberty', and the name of their leader is Solid Snake. The historical Sons of Liberty called their leader 'King', and would disguise themselves as sailors and laborers, causing destruction and uprisings.

What are the terrorists after? What are their objectives?

The last member of FOXHOUND, codenamed Raiden (a rookie), is ordered to infiltrate the plant. (Although in actuality, FOXHOUND no longer exists.)

In truth

The offshore plant was not built to clean up the crude oil leaked into the water. It was built as a means of secretly recovering the sunken Arsenal Ship (namely its top-secret materials) and constructing and testing Arsenal Metal Gear near Manhattan. The oil fence and the oil in the water are both fake.

The official story

In addition to its decontamination faculties, the offshore plant was also built to extract all the heavy metals (minerals), such as lithium and nickel, which are constantly leaked into the harbor's water from the manganese nodules on the seabed. Its purpose is not only to clean up the oil, but to excavate the massive amounts of natural resources present in the water as well. This top-secret, ground-breaking technology has profound implications for the future of the country. It is even said that gold can be extracted from seawater. The inexhaustible supply of gold this could mean would have an incalculable effect on the global economy.

The terrorists (Dead Cell) plan to use a nuclear warhead to destroy digital money and obtain security through gold (this differs from Solidus's plan).

An overview of changes to the game system

Enemies

- Enemies no longer move on their own but in small units
- The expression of enemies' emotions through their movement and voices
- In addition to Infiltration, Evasion and Alert Modes, there is now a 'Search Mode'. This is when enemies know there is an intruder hiding somewhere in the area
- The enhancement of elements such as bleeding, bodies and shadows
- The implementation of enemy patrol routes that go beyond a single load area
- All enemies will have a name, unique appearance and individual character traits. They will feel like real people
- It will be possible to negotiate with enemies, as they now have emotions (a personality). This includes actions such as making them throw away their weapon
- The amount of light in a room will affect an enemy's sense of sight, e.g., it will be harder to be spotted in dark areas
- An enemy's sense of sight, hearing and smell will change depending on the surrounding environment

The player

- It will be possible to attack in First Person View (even while crouching or crawling)
 - Being able to selectively deliver damage to a target's head, arms, legs and torso from a traditional shooting perspective will increase the game's fun factor. Thus, it will be possible to aim the same way as in an on-rails gun game
- The effects of hits to enemies will vary depending on location
- There will be 2 levels of movement with the analogue stick. If the analogue function is on, it will be possible to move in a fixed direction
- It will be possible to peek out during Behind Mode by pressing a button
- It will be possible to deliver a type of attack with the hands while crouching or crawling whereby you grab an enemy's legs and knock them over
- It will be possible to drag bodies and hide them
- If you start to bleed, your life will go down, but by resting (staying still) for a short period of time, the wound will heal itself (the bleeding will stop)
- It will be possible to operate elevators even during Alert Mode, except if enemies come into the elevator
- A certain item will make it possible to hear through walls
- A certain item will make it possible to move vertically, such as up toward ceilings and under floors

The radar

- The radar will not be displayed until you have connected to a terminal in the area
- It will be possible to look at a complete map of your current area, for areas in which the radar has been activated

The camera

- The camera will normally be situated at an overhead view, but we will try to use a cinematic camera as much as possible
 - For Infiltration Mode, we will have the camera situated closer to the player than traditional camera angles
- We will change the camera depending on the situation of the player and enemies
 - For instance, if the player has picked up on something that they need to know, we will highlight this with the camera
- We will look into the possibility of implementing the cinematic camera Mr. Matsuhana has devised

Polygon cut-scenes

- It will be possible to use the First Person View Button during cut-scenes
- At certain junctures in the cut-scenes, the player will be able to control the on-screen action to an extent

An industry first – real-time split-screen cut-scenes

In certain parts of the game, the game screen will be split up either horizontally or vertically, with one side of the screen showing a normal cut-scene. The other side will be the player's game screen, so they will be able to continue playing while being able to see what is going on in the other screen. By doing this, we can display simultaneous sequences in real-time, showing what else is happening while a particular event is occurring.

Split-screen scenes

- The bomb disposal scenes where Raiden, Snake and the bomb disposal consultant are all working together
- Emma's rescue (the sniping scene)
- The dismantling of the C4 in the underwater strut

The fourth mode

There will be a new fourth screen mode in addition to Overhead View Mode, First Person View Mode and Intrusion Mode – Underwater Mode.

- The camera will be situated behind the player when they are underwater. Instead of focusing on the stealth aspect of the game here, we will emphasize the oppressiveness of the O₂ Gauge.

Extras available after completing the game

Bomb Defusal Mode (a separate mission)

'Defuse all the C4s planted in the area!'

This will be a separate mission using the same maps. Every area has bombs planted in it, with the objective being to defuse them as quickly as possible. There are no boss battles or other game events in this mode.

- A) Tanker Chapter
- B) Plant Chapter

Mantis Mode

A type of hidden mode. By equipping an item called 'Mantis's Mask', obtainable in the main game, you will be able to read peoples' (enemies') minds.

If the player equips it during a repeat play-through, they will be able to better understand characters' lies. It will have no effect on the story, however. We will record separate voice covering both the player wearing and not wearing the mask. We will also look into making this work with the captions as well.

As the game has a complex story (full of betrayal and such), one of the objectives of this mode is to make the story easier to understand for players who will not understand all of it in just one play-through.

For example, when encountering the SEAL member:

SEAL:

I'm a SEAL.

His mind:

I'm really Snake.

Two Player Versus Mode

This will be a mode for split-screen two player battles in certain areas from the game. It will be compatible with system link-up as well. Players can either fight each other or play a hide-and-seek type game.

An examination of successful titles in America makes it clear that this an essential mode for this type of game.

The offshore plant's aquarium

There is an area at the bottom of the offshore plant surrounded by glass walls, with all the marine life inhabiting the waters off New York visible outside.

It is here that the player can stop to observe this marine life, though it has no bearing on the game itself. It is also possible to obtain information on them from Doc. The player does not need to come here in repeat play-throughs.

In addition, the player will be able to virtually explore the ocean floor through a remote-controlled mini-sub, and can also save pictures taken with its camera.

Other modes

The elimination of VR Training and Briefing Modes

As MGS2 is a sequel, it is safe to say that at least half of its players will have played its predecessor. Therefore, we will eliminate features such as the VR Training Mode, an area in which the player could get a handle on the mechanics of the game, and the Briefing Mode, which provided supplementary information on the player's mission. We will instead devote to the main game the time and effort previously spent on these modes. However, if there is time, we will consider including a VR Training Mode. As for the Briefing Mode, we will create highly cinematic cut-scenes for the main game instead.

Main Characters

Tanker Chapter

Solid Snake (Dave)

A member of the anti-Metal Gear NGO. An environmental terrorist.

Otacon (Hal)

A member of the anti-Metal Gear NGO. An environmental terrorist.

Scott Dolph

The Commandant of the Marine Corps. Developed the Arsenal Ship Program. Fortune's father. African-American.

Revolver Ocelot

Former member of Unit FOXHOUND. His right arm, lost in MGS1, had been replaced with Liquid's. However, he cannot move its fingers.

Sergei Gurlukovich

Former Spetsnaz colonel. Killed by Metal Gear RAY (piloted by Ocelot).

The 25th Chief of Naval Operations (appears in dialogue only)

A former Naval Aviator. Wears the Naval Aviator Badge on his uniform.

Marine Corps Special Forces Members

Soldiers on a top-secret mission aboard the dummy tanker. Snake's enemies. They are members of a Marine Air-Ground Task Force (MAGTF), comprised of surface and aerial warfare troops.

Plant Chapter

Thyself^[9] (Raiden) (controlled by the Patriots)

A new recruit to FOXHOUND. The main character of the main part of the game.

The girlfriend (Rosemary)

⁹ The original word used here is 俺 (*ore*), literally meaning 'I' or 'me'.

Raiden's girlfriend. She recently started working as a news anchor for a New York City cable TV station. Well versed in the world of finance, she attends night classes at NYU's School of Business and wants to become a stock trader.

Her parents are famous independent hedge fund traders. She happens to be at the offshore plant on a news assignment the day of the incident and is taken captive. Held in the hostage area, she manages to secretly contact Raiden. However, she constantly just misses Raiden throughout the game, with the two never actually meeting. He is not able to save her. This part of the game develops like a love story, like the one in the film *Aizen katsura*. As they never meet, this will make the player wonder whether she is real or just an AI construct.

The Colonel (Daniel Quinn^[10])
(controlled by the Patriots)

Commander of the operation to rescue the President. Resembles Colonel Campbell. Actually an AI construct.

At the end of the game, he lies like Big Boss does at the end of the original Metal Gear.

[Page 5]

Codec support consists of:

- Information on the game system and objectives (serves the role of the Colonel from MGS1).
- Information on Dead Cell (serves the role of Naomi from MGS1).

Max (Maxine Work^[11])
(controlled by the Patriots)

Provides support for sensor equipment, the radar and saving. Appears only via Codec. Quotes Shakespeare. Serves the role of Mei Ling from MGS1. Her real name is Maxine but goes by 'Max'. Actually an AI construct. Uses tricks and traps with save data.

Solidus (George Ryan)

Calls himself 'Solid Snake'. The current US President, he is the mastermind behind much of the game's events. Is being targeted by the Patriots, the secret organization that controls the American government.

Wears a high-speed reinforced exoskeletal suit. Pilots vehicles such as a Sea Harrier. Is in a position and role similar to Liquid from MGS1.

Doc (Doctor William Wilson^[12])
(controlled by the Patriots)

The scientist who developed Arsenal Gear's AI. A brilliant mathematician in his early 30s. Offers hints to Raiden via Codec. An AI he made while in his teens defeated Deep Blue, the computer that famously beat the world chess champion of its time. During his college years, he worked on the AI for soccer robots,

¹⁰ Also the name of the protagonist (a writer of detective novels) of Paul Auster's novel *City of Glass*. It should be noted that for part of the story the protagonist assumes the name of a private detective also called Paul Auster, after a Peter Stillman, Jr. calls him thinking he is calling Auster. One of the main themes of both *City of Glass* and *Metal Gear Solid 2* is that of identity.

¹¹ Also the name of an identity (and the star of the writer's novels) assumed by the protagonist of *City of Glass*.

¹² Also the pen name (sans the 'Doctor') of the protagonist of *City of Glass*.

winning successive championships at the World Robocup Tournament. You can talk to him via Codec after learning about Arsenal (from Emma). Actually an AI construct. Also knowledgeable about marine life. Offers various information about marine life and the marine environment, similar to Master from MGS1.

Codec support consists of:

- Information on Arsenal and the base (serves the role of Otacon from MGS1).
- Information on marine life (serves the role of Master from MGS1).

Dead Cell (the terrorists)

Fortune

The leader of Dead Cell, and the daughter of the Marine Corps Commandant. A beautiful African-American woman. Wears a leather suit, boots and sunglasses.

She uses up her luck in life on the battlefield. For some reason, bullets never hit her.

A saxophone player, she plays the sax during cut-scenes throughout the game. As she suffers from a blood disease, she has Vamp suck out her blood regularly as a way of treating it. He does this in an erotic fashion from behind her. Bite marks are always visible on her neck due to this.

Her weapon is a miniature rail gun (?), capable of destroying anything in its path. Her heart is located on the right side of her body. Always carries fortune cookies around with her. When she opens one during combat, it says, 'You will have great fortune.' When she opens one as she dies, it also says, 'You will have great fortune.'

Vamp

Member of Dead Cell. Former lover of the Marine Corps Commandant, and currently the lover of Fortune. A practitioner of two-handed knife combat. A traumatic experience from his childhood has made him fear the cross. Born in Romania, he is of German descent. Called 'Vamp' not from the word 'vampire', but because he is bisexual.

Fatman

Member of Dead Cell. A bomb disposal specialist.

Wears colored bomb blast suits (a tuxedo-style suit, a Hawaiian shirt-style suit and a voluptuous bikini model-style suit).

Chinaman

Member of Dead Cell. Practices qigong and kung fu. Vietnamese. Abducted in Hanoi by a black market adoption agency, he was sold to a buyer in America. After arriving in New York, he became the subject of discrimination, and, running away from his foster parents, went to the city's Chinatown. Boasts that he is 'more Chinese than the Chinese', he hates America and New York City with a passion, thus leading to his participation in terrorism.

Is also the most proficient swimmer in the SEALs, and holds the world record for the longest time spent underwater by a person. He can control his body weight at will through qigong, allowing him to walk on water, walls and ceilings.

Old Boy

Member of Dead Cell. A soldier over 100 years old. A legendary hero from the Second World War, he taught Big Boss and the world's mercenaries everything they know about combat. As a Nazi, he was feared as the 'Old Boy', or the 'devil'. He fights with weapons and equipment used during the war, such as the Panzerfaust.

The word 'old' in this case means 'cunning' and 'experienced'. It also has the nuance of 'general' (in the military sense) and 'boss'. Despite his age, Old Boy remains a shrewd man.

Emma Emmerich (EE)

Participated in Arsenal Gear's development. Otacon's younger sister. Supports Raiden via Codec. An employee of Tokugawa Heavy Industries^[13], she was in charge of developing Metal Gear Arsenal's AI and PAL safety device.

Codec support consists of:

- Information on Arsenal and the PAL (serves the role of Meryl from MGS1).
- Information on the layout of Arsenal (serves the role of Otacon from MGS1).

Other characters

Master Chief Petty Officer Iroquois Pliskin

SEALs member. Actually Solid Snake.

The only survivor (part of Alpha Team) of the SEAL Assault Force's failed operation to rescue the President. Calls himself 'Pliskin'. The rank insignia on the uniform he wears (which he pilfered) is that of a Warrant Officer Class III. When the Assault Force makes contact with the President, they are attacked by Vamp and completely wiped out. Vamp closes in on the last remaining member, who has used up all his ammo, though the man is able to narrowly escape death thanks to the cross he is wearing around his neck. Having the player witness his lack of ability will make them doubt that he could possibly be Snake. Offers hints via Codec (serves the roles of Meryl and Master from MGS1). Has a beard. As he is not in possession of standard-issue military equipment, he is forced to rely on rather low-tech gear. Stands in distinct contrast to Raiden. Fortune discovers his identity after Vamp sucks his blood at one point.

He tells Raiden that a former member of the police bomb squad, now a security guard, is present on the plant.

Snake's objectives are to eliminate Solidus and destroy the new Metal Gear.

Codec support consists of:

- Information on weapons (serves the role of Nastasha from MGS1).
- Information on survival (serves the role of Master from MGS1).

Olga Gurlukovich (controlled by the Patriots)

The daughter of Colonel Sergei Gurlukovich, the former Spetsnaz unit commander and head of GRU whose dream is the rebuilding of Russia. Sergei dies in the Tanker Chapter, with Olga inheriting command of his private unit. In her early 30s. She has lived with her father's unit (all men) since she was little, and has never been involved in a romantic relationship.

¹³ The name of a company featured in *Policenauts*, one of Mr. Kojima's other games that was released only in Japan.

Uses a Mauser C96 that belonged to her father. Is actually a spy for the Patriots. The vast number of soldiers and spies in her unit, the victims of military restructuring, are killed by Ocelot near the end of the game. She had agreed to work with the Patriots on the condition that they take them in. Comes to Raiden's aid throughout the game in order to support the S3 Plan.

Supports Raiden via Codec under the name 'Mister X'. Serves the role of Deepthroat from MGS1. Uses stealth camouflage when appearing in front of Raiden. She is really supporting the Patriots' goal – the completion of the S3 Plan.

Commands the Gurlukovich Soldiers.

Johnny Sasaki-Slayer (controlled by the Patriots)

Former Genome Soldier hired by Sergei's unit. Actually a spy (an ally) bought out by the Colonel (an AI). Knows that Olga^[14] and Ames are working for the Patriots.

The Patriots' objective is to use him as part of the S3 Plan to stop Solidus (through Raiden). Has a weak heart and is fitted with a pacemaker. At one point in the game he steals an important ID card, but just as he is about to hand it over to Raiden, contact with him is lost. Raiden then searches for Johnny with a parabolic microphone, reminiscent of the 'search for Meryl' part of MGS1. Johnny is hoping to use the large amount of money he is supposed to receive for his spying to retire from the field and live out the rest of his life in quiet seclusion.

However, Johnny is killed by electromagnetic waves given off by Raiden. Could it have been something to do with the nearby vending machines? His death is reminiscent of FoxDie. In actuality, the Patriots used Raiden's nanomachines to release the waves and disrupt his pacemaker, achieving the same effect as FoxDie.

Johnny's death was another act carried out merely to increase the accuracy of the simulation.

Johnny tells Raiden about the survivor from the Secret Service being among the hostages. Raiden infiltrates the hostage room using Johnny's uniform.

Peter Stillman^[15]

An elderly consultant for the NYPD Bomb Squad. Retired from the field. He infiltrates the plant with the SEALs Bravo Team, but they are wiped out by Vamp. The cross around his neck is what saves him. 'I've brought disgrace upon God...' His past is haunted by his failure to dismantle a bomb, which resulted in the destruction of a church. He is not a devout Christian, but since then has always worn a cross. (His religion and race will be one that does not revere the cross.)

Raiden must look for him following the failed rescue of the President.

Calls himself a hero. He shows Raiden a photo of his family, and talks about them with great pride. He injured one of his legs in another accident that occurred while trying to defuse a bomb. His failure to defuse the device resulted in heavy civilian casualties. His photo is actually that of some of the victims of that bomb. It was he who taught Fatman, which led to him being forced to participate in the operation despite his bad leg.

¹⁴ The actual name used here is 'Gurlukovich', though in light of the information specifying that it is Olga, and not her father, who is actively working for the Patriots, I have changed this to 'Olga' to help avoid confusion.

¹⁵ Also the name of two of the main characters, father and son, in *City of Glass*.

He offers support for bomb defusal as well as information about the plant and Arsenal. The explosion that occurred during Vamp's childhood was also his fault. He taught Fatman everything he knows about explosives, and therefore knows everything Fatman could possibly be thinking.

He and Raiden split up to defuse the bombs that Fatman has planted, but he makes a mistake while trying to defuse a bomb in an underwater strut of the plant and is killed in the ensuing explosion.

In the process of asking him about the most effective places to plant explosives in order to destroy the plant, Stillman mentions he used to be in the bomb squad before. He goes on to talk about the bomb at the church (the one that almost killed Vamp), but bends the truth (foreshadowing the revelation that comes later on).

Codec support consists of:

- Information on bombs and bomb defusal.
- Information on Fatman.

Secret Service Agent Richard Ames

A Secret Service agent assigned to the President's security team. Is really a DIA colonel, and a spy sent by the Patriots. Nastasha's ex-husband. The only Secret Service agent who survives Vamp's attack. He knows the President's true identity (Solidus) and about his current ruse. Tells the player about the secret behind Arsenal Gear as well as the briefcase the President was carrying. Is helped by Johnny Sasaki, who is also working for the Patriots. He reveals the existence of the Patriots as well as the true identity of the terrorists' leader – the current President. He also mentions that:

- Conventional nuclear weapons can be launched from the President's briefcase. He passes on the briefcase's location.
- One of Arsenal's developers is working with the terrorists, and that that person must be stopped.

He is held in the large room where the other hostages are being held. An expert in judo, he has a cauliflower ear as a result. This is the only clue Raiden has when going to look for him among the 50 other hostages. After he passes on the information to Raiden, he is killed by Ocelot after he realizes his true identity. Solidus himself appears in silhouette in this scene.

Solidus:

Well, well... If it isn't Colonel Ames.

Ames:

You'll never escape the Patriots, Solidus!^[16]

Solidus:

Tell me, what's a bigwig from the DIA doing at a place like this?

Ames:

The Patriots have already chosen the next President.

Ames:

They don't need you anymore.

Solidus:

¹⁶ The original Japanese here is identical to the Japanese equivalent of Ames's line in the final game, 'You'll never escape the La-li-lu-le-lo!' except for the changing of 'Patriots' to 'La-li-lu-le-lo' and the dropping of Solidus's name.

I couldn't care less about the Patriots.

Solidus:

I'm not like them... They've controlled the American government for the last hundred years. That's long enough.

Ames:

They've surpassed the bounds of physical existence.

Solidus:

Yes, they're nothing more than a bunch of decrepit old men now.

Solidus:

So they transferred their mentality to cyberspace.

Ames:

What good do you think one Metal Gear's going to do you?

Solidus:

The Patriots now exist only in the digital.

Solidus:

I will use this Metal Gear to destroy the Patriots digitally.

Ames:

Are you out of your mind?!

Solidus:

I really do owe Nastasha a debt of gratitude for everything she's done.^[17]

The player previously only knew that Ames worked for the Secret Service, but with Solidus's line here, they now know that he really works for the DIA.

Revolver Ocelot

Former member of Unit FOXHOUND. Duels with Snake at the end of the game. Raiden (the player) is fighting Solidus at this time, and is unable to participate in their battle. Ocelot also kills Ames, the Secret Service agent, and tortures (interrogates) Snake and Raiden.

Calls Solidus 'Master Snake' (though this is only a feint).

Female Ninja

Identity unknown. Wears a new aquatic version of the exoskeleton from MGS1. Helps Raiden and Snake when they get into trouble, then promptly disappears.

The only clue as to her identity is the breast area on her suit, which suggests she is a woman. Players who have played MGS1 will guess that she could be either Naomi, Meryl or Wolf. However, her identity will not be revealed – she is whoever the player wants it to be. Therefore, there will be 3 different voice actors

¹⁷ Although this line does not appear in the final game, I felt it was worth commenting on. The original Japanese is a little vague, as it could mean that either Solidus was literally helped by Nastasha in some indirect way, or Solidus could just be saying this to play with Ames and annoy him. It is impossible to say without the full context (known only to Mr. Kojima) that would have been provided had it made it into the final game.

for the character, with her voice changing depending on the situation. The tone of her voice and her lines will change as well. In neutral situations, she will have a highly synthesized voice.

Raiden receives a blade from the Ninja.

Examples:

Snake:
...Naomi?

Ninja:
(in Naomi's voice) If that's what you want to think, Snake.^[18]

Otacon:
It's you, isn't it, Wolf?

Ninja:
(in Wolf's voice) Hmph, just as gullible as ever.

Snake:
Is that you, Meryl?

Ninja:
(in Meryl's voice) You don't understand what women feel, do you, Snake?

Emma:
You're just one of Arsenal's illusions!

Ninja:
(in its synthesized voice) Nothing is certain in this world.

In truth:

She is an AI construct created by the Patriots to help flesh out the S3 Plan. Players will have to make up their own minds regarding her identity, as an answer is never given.

Referenced characters

Nastasha Romanenko

Leader of the anti-Metal Gear NGO. Also a reportage writer, she wrote *In the Darkness of Shadow Moses: The Unofficial Truth*.

Mei Ling

A graduate student at MIT. She secretly provides the anti-Metal Gear group with various sensor technologies.

¹⁸ The original Japanese here is very similar to the Japanese equivalent of the Ninja's line in the final game, 'Hmm...if you like.'

Naomi Hunter

Is currently engaged in genetic research in Europe.

The Patriots

A secret organization that controls the American government. Comprised of former high-ranking government and military officials, they controlled America throughout the 20th century. They conduct assassinations and maneuverings through their people in organizations like the CIA and the military. Arsenal Gear's AI is a digital version of the Patriots' mentality.

Raiden's father (Fanshawe^[19])

Raiden's father as he appears in his false memories. Was mortally wounded by an accidental gun discharge during a hunting trip, with Raiden subsequently ending his life. Has the same face as Solidus.

Enemy soldiers

US Marines (Tanker Chapter)

Members of a Marine Air-Ground Task Force (MAGTF). Not actual enemies.

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Gurlukovich Soldiers (Legion) (Plant Chapter)

The soldiers under Gurlukovich's^[20] command. They rise up when Gurlukovich is killed by Ocelot, attacking Solidus's troops. They are called a 'legion', named after the military unit of the ancient Roman army.

Heavily Armed Mechanized High-Tech Troops (Phalanx) (Plant Chapter)

Part of Solidus's troops. They are called a 'phalanx', named after the military unit of the ancient Roman army.

Aquatic Troops (Phalanx) (Plant Chapter)

Part of Solidus's troops.

VIP Guards (Legion) (Plant Chapter)

Part of Gurlukovich's unit. Special security room soldiers. They guard the room where the hostages are being held, which is protected by a door that reads retinal patterns.

¹⁹ Also the name of one of the main characters in another of Auster's novels (which is part of *The New York Trilogy* along with *City of Glass*), *The Locked Room*. The use of the name here most likely does not refer to his father's actual name, but the fact that, like Fanshawe, Raiden's father remains an elusive ghost (at least in this early version of the story).

²⁰ This could be referring to either Sergei or Olga.

SEALs (Plant Chapter)

Alpha and Bravo Teams.

Fallschirmjäger (Phalanx) (Plant Chapter)

Old Boy's men. Part of Solidus's troops.

Hostages (Plant Chapter)

Arsenal workers and researchers

Machines

Sea Harrier (boss battle)

The amphibious Metal Gear RAY (boss battle – Aircraft Carrier Chapter^[21])

The President's security team (boss battle)

Arsenal Metal Gear (tortoise-like)

V-22 Osprey (cut-scene only)

Animals

Great white sharks (boss battle)

Various types of local fish

Piranhas (non-boss enemies)

Local birds

A parrot^[22]

Sea lice

The evil

Evil ← *Patriots* > *Solidus* >
Ocelot > *The Terrorists* → *Good*

1) The Patriots

²¹ See 5.

²² This could be either singular or plural, but, going by the final game, I left it as singular.

The greatest evil, they are the 'invisible force' controlling the American government. No one knows of their existence. After the failure that was the Shadow Moses incident, they plan on eliminating Solidus (the President), who they have come to view as a threat, and replace him with a successor.

FoxDie is ineffective on Solidus as he is in possession of its antidote. Solidus fakes his death at the outset of the Plant Chapter in an attempt to escape the Patriots.

The Patriots learn of Solidus's plan to destroy them, and decide to implant their mentality into Arsenal Gear's AI. Furthermore, Arsenal's nuclear launch capabilities do not work off the traditional briefcase used in other launch systems.

They buy off Olga^[23] and use her to spy on Solidus and his compatriots. She also supports Raiden in order to fulfill the S3 Plan.

The S3 Plan was the Patriots' idea, and they were therefore the ones responsible for sending in Raiden. It was also the Patriots who arranged for the appearances of the AI constructs – the Colonel, Data^[24], Doc and the Female Ninja – though Solidus does not know this.

People used by them:

- Raiden
- Johnny Sasaki
- Olga^[25]
- Emma
- Richard Ames

2) Solidus (the President)

The secret leader of the terrorists. Calls himself 'Solid Snake'.

His objectives are the elimination the Patriots, the overturning of the American government, and the achievement of military dominance through Arsenal. Having lost any real power as President after the Patriots turned against him, he captures the plant with Dead Cell. It was Solidus who killed Fortune's father. He does not know about the S3 Plan, nor about Raiden's infiltration. He feigns his death in order to hide himself from the Patriots, in addition to the fact that Arsenal's nuclear launch capabilities cannot be controlled by the traditional briefcase.

He plans to destroy the Patriots by wiping out their mother computer in New York City via the electromagnetic pulse caused by a high-altitude nuclear explosion.

People used by him:

- Fortune
- Vamp
- Chinaman
- Fatman
- Emma

3) Ocelot

²³ See 14.

²⁴ The word 'Data' is used here, this time as a name, though as before it probably refers to Max.

²⁵ See 14.

He uses and later betrays his friend Gurlukovich, and then goes to serve Solidus. His relationship with Solidus is the same as his relationship with Liquid in MGS1. In the latter half of the game, Liquid's right arm takes over Ocelot's mind, with Ocelot becoming a part of Liquid.

4) **Dead Cell (the terrorists)**

Commanded by Fortune, they turn to terrorism after issues such as expenditure cutbacks threaten their position in the military. They become blinded by part of Solidus's plan (to obtain a massive ransom).

The terrorists' motives:

Fortune

Revenge. More than money, Fortune holds a grudge against the current Arsenal Gear Project, after the project her father dedicated his life to fell through (he later committed suicide). Also wants revenge against Snake.

Vamp

Revenge, empathy. As Vamp is Fortune's lover, he empathizes with her desire for revenge. Was also the lover of the Marine Corps Commandant (Fortune's father).

Fatman

Love for destruction, money. Rather than dismantle bombs, he has long wanted to carry out terrorism using them. Also interested in money.

Chinaman

Revenge, money. Wants revenge against America and the city of New York, as well as money.

5) **Olga^[26] (also a terrorist)**

Desires to see the rebuilding of Russia more than anything else, but ends up being used by the Patriots.

Absolute evil in MGS2

Evil in Hollywood films has always changed depending on the time in which the film's story takes place. In the American market, where audiences like to see good triumph over evil, the absolute enemy – be it a race, country or setting – has always changed with the values of the times. MGS2 will be developed with mainly the American market in mind, though it will also consider countries in the European market, such as Germany, France, Britain and Italy. Therefore, the particulars of its 'evil' must be handled carefully. It should be noted that we face no such problem with Japan.

Westerns → Native Americans

Post-WWII war films → Germany, Japan

Cold War-era spy films → Russia

Post-Cold War films → China

²⁶ See 14.

Following the signing of the friendship treaty between the US and China → Japanese businesses (the collapse of the bubble economy)

1990s → Terrorism

MGS2's evil

The evil in MGS2 is the American government. However, this does not refer to Americans in general, nor to any particular persons, but to the festering discharge that has built-up within the democratic state of America over the years. The intention is not to defame any race, state or ethnicity, but rather to look at the 'monster' that the country's political structure has created. It is an intangible entity yet at the same time a massive menace to the world, about on the same level as the evil in *The X-Files*. It could be called a throwback to the somewhat classic type of evil. It is this hidden hand of the American government, the Patriots, that has both created madmen like Solidus and the members of Dead Cell and has also used them for its own ends.

Absolute evil

The Patriots → the shadowy organization that controls the American government

People used by them:

Solidus → current President of the United States of America

Colonel Gurlukovich → a Russian who wishes to see his country rebuilt

People they must be careful of:

Vamp → ex-Stasi

Old Boy → former Nazi army colonel

Snake → a spy for China?

Staff

Planning, Direction & Production	Hideo Kojima
Assistant Director & Script Director	Yoshikazu Matsuhana
Character and Mechanical Design & Art Director	Yoji Shinkawa
Sound Director & Development	Kazuki Muraoka
Program Director	Kazunobu Uehara
Script & Game Design	Hideo Kojima Tomokazu Fukushima
CG Director	Takashi Mizutani
Motion Director	So Toyota
Military Advisor	Motosada Mori

Music Harry Gregson-Williams
Rika Muranaka

Opening Titles Kyle Cooper (Imaginary Forces)

This game plan is not related in any way with actual existing persons, organizations, nations or incidents.

Appendix – The Commandant’s deleted lines

The following paragraphs are sections of the Marine Corps Commandant’s speech that were removed from the final game, as found in the *Metal Gear Solid 2: Sons of Liberty* Scenario Book. They appear at the end of his speech, between the lines, ‘The Metal Gear RAY you see is here to prevent that possibility,’ and ‘We the Marines will lead the charge into a new world order with Metal Gear RAY.’ They were most likely cut when the Arsenal Ship plot element was dropped.

‘This project has evolved from the Arsenal Ship Program advanced in the mid-90s by the 25th Chief of Naval Operations, Admiral Mike Boorda. Some say that has led to it being cursed. Admiral Boorda’s death was indeed unfortunate. However, we must carry RAY to its completion.’

‘The predecessor to this project was the Arsenal Ship Program of the mid-90s. However, the man heading it up, Admiral Boorda, unexpectedly committed suicide in May of 1996, resulting in the program being abruptly shelved at Phase II, its stage of functional planning. Development on Metal Gear REX began immediately afterwards, a fact which gave rise to a number of rumors surrounding the admiral’s death, as I’m sure you’re all aware.’

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Translation © 2006 Marc Laidlaw

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(Game Plan)